based on characters owned by the BBC

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DOCTOR WHO

UNAUTHORIZED ADVENTURES IN TIME AND SPACE

6TH DOCTOR 1984 - 1986

EXPANDED UNIVERSE SOURCEBOOK

The Sixth Doctor Expanded Universe Sourcebook
is a not-for-sale, not-for-profit, unofficial and unapproved fan-made production

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Full credits at the back

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THE SIXTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK

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WELCOME TO THE EXPANDED UNIVERSE

Doctor Who first aired on November 23rd, 1963, and within a few weeks – in some part thanks to the Daleks' popularity – became a national, and then international, phenomenon. 55 years later, we've seen 26 seasons of the original series, ten and counting of the new series, and more than thirteen Doctors.

That's if you were only watching television.

But Doctor Who is much more than that. Comic strips, short stories, novels, fan-made videos, and audio adventures have rounded out the Doctor's adventures through time and space, and continue to do so. This is the Expanded Doctor Who Universe.

Cubicle 7 is doing an amazing job bringing GameMasters and Players alike all the characters, creatures, places and things from the canonical Doctor Who – the Doctor Who as seen on television – but what of all those other adventures? Unfortunately, they are not part of Cubicle 7's licensing agreement with the BBC. Those extracanonical tales are what this series of digital, fan-made, not-for-profit, unofficial and unapproved sourcebooks will do its best to cover.

In the pages ahead, you will find companions that were never seen on television, monsters you might only have been able to read about, places to visit, and artefacts to discover, all from books, audios and comics based on the Sixth Doctor's adventures. To make this book as useful as possible, we've divided it by category (Companions and Allies, Monsters and Villains, Locations in Time and Space, and Gadgets and Artefacts) rather than by story (as Cubicle 7's Doctor sourcebooks have done), and because you might not have discovered these stories yet, we've tried to keep the spoilers to a minimum. Each section is numbered individually to help us add content even after initial publication (see Note, below).

But wait, there's more. We've also included a section on canonical characters that were left out of the official sourcebook because of space considerations. Also included are a timeline that sets the Doctor's expanded universe stories into the larger context of the show – when did he finally meet Mel and under what circumstances? – and a list of Adventure Seeds based on the back cover copy of the source material, at once for inspiration and to pay tribute to the original stories that brought about this book.

And please don't skip the Credits page, where we thank all the contributors to this book, as well as the people whose imaginations brought these concepts to life in the first place.

Note: *This sourcebook is dynamic. That means we may yet add to it as new stories from the expanded universe continue to be released. If you would like to contribute something to this series of sourcebooks, we hope you won't hesitate to contact us through the DWAITAS Proboards.*

The television stories represent but a fraction of the Doctor's total adventures. But how do these stories fit in the complete chronicle of his life?

***Bold** entries represent televised material.*

The Twin Dilemma: Suffering from an unstable regeneration, the Doctor deals with the Gastropods that have invaded and destroyed Jaconda.

Attack of the Cybermen: The Doctor and Peri prevent the Cybermen from crashing Halley's Comet into Earth.

Vengeance on Varos: The Doctor meets Sil on Varos, a planet ruled through a sadistic reality show.

Moon Graffiti: The TARDISeers fight Pararachnids in Earth's far future.

Grave Matter: Zombies turn up on a mysterious island where genetic experiments are conducted.

Synthespians™: In the 101th Century, synthetic actors are being recruited from the worst possible race.

Shell Shock: The Doctor is stranded on an alien beach with only intelligent crabs and a madman for company.

Burning Heart: The Doctor and Peri arrive in the Habitat, where the Church of Adjudication runs everything.

The Mark of the Rani: The Doctor and Peri fight the Rani and the Master at the dawn of the Steam Age.

The Forgotten: Peri is falsely accused of murder by the court of an animal people.

Players: The Doctor navigates Winston Churchill's life and times to save him from an alien plot.

The Two Doctors: The Sixth and Second Doctors prevent time travel from falling into the hands of Androgums and Sontarans.

The Light at the End: The Sixth Doctor and several of his other selves stop the Master's latest plot.

Blue Box: The Doctor visits the dawn of the computer age, i.e. the 80s!

The Real Hereward: In 1066, the Doctor meets Hereward the Wake.

Davros: Davros tries to make the Doctor believe he's reformed.

Cryptobiosis: The TARDIS lands on a sailing ship in 1901, one that might not make it to port.

A Handful of Stardust: The Doctor and Peri meet astrologer John Dee in 1572.

Timelash: The Doctor retrieves H.G. Wells from the planet Karfel.

Potential Energy: In 1812 the Doctor and Peri are on the trail of a creature they have dubbed the Potentialiser.

Trouble in Paradise: The TARDIS lands on the *Santa Maria* in 1492.

Recorded Time: The TARDISeers find themselves at the court of Henry VIII, where the tragic Anne Boleyn will soon be discarded by her King in favour of Peri.

Paradoxicide: On the legendary lost planet of Sendos, the Doctor and Peri find themselves caught up in the hunt for the fabled Armoury.

A Most Excellent Match: Peri visits the Austen Experience in 2351.

Question Marks: The Doctor, Peri and others find themselves at the site of a disaster, without their memories.

1963: The Space Race: The Doctor and Peri try to save a Soviet space capsule in trouble.

Revelation of the Daleks: The Doctor finds Davros on a cemetery planet, making a new breed of Dalek.

The Ruins of Heaven: The Doctor and Peri visit a highly commercialised after-life.

The Nightmare Fair: The Doctor runs into the Celestial Toymaker in 1985 Blackpool.

The Ultimate Evil: The Doctor and Peri's holiday in a peace-loving land coincides with the arrival of an unscrupulous arms dealer.

Mission to Magnus: The Doctor meets many enemies on Magnus, including Sil, the Ice Warriors and his bully at the Prydonian Academy.

Leviathan: The TARDIS lands in a Medieval society, where Herne the Hunter is out to cull the population.

The Hollows of Time: The Tractators make a comeback in a sleepy English village.

Paradise 5: The Doctor investigates a friend's disappearance on Targos Delta, when angelic entities show up.

Point of Entry: Peri and the Doctor meet Christopher Marlowe in Elizabethan England.

The Song of Megaptera: Space whalers capture the TARDIS by mistake.

The Macros: When the Philadelphia Experiment goes wrong, the carrier is taken to an alien planet, with the Doctor in tow.

The Guardians of Prophecy: The TARDIS lands on the home planet of the Melkur.

Power Play: During a nuclear power crisis, Victoria Waterfield meets the Doctor again.

The First Sontarans: The Doctor meets the Sontarans in 1872 and discovers their origins.

Whispers of Terror: The Doctor and Peri battle a monster made of sound.

..ish: A dangerous meme is let loose at a lexicographers' conference.

The Reaping: Peri is returned home four months after she left, but the Doctor returns after her mother is killed by Cyberman technology.

State of Change: The Doctor and Peri visit an alternate Roman Empire that has anachronistic technology.

Palace of the Red Sun: The TARDISeers evade fanatical gardeners on Esselven Minor.

Vampire of the Mind: While a homesick Peri rests on Earth for a while, the Doctor faces the Master on an English island.

Gone Fishing: The Doctor takes William fishing on an alien planet and makes him his companion for a number of adventures. All were wiped from history by the Eighth Doctor to stop a Time Lady from embarking on her murder spree.

The Shape Shifter: Frobisher meets the Doctor and becomes his newest companion.

Voyager: The Doctor and Frobisher meet the renegade Time Lord Astrolabus in Antarctica, and the evil entity haunting the Doctor's dreams.

War-Game: The Doctor and Frobisher are sold into slavery and are drawn into a Draconian's quest to reclaim his daughter.

Prisoners of Time: Having retrieved Peri from 1985, the TARDIS next lands in the year 7214, where a nature preserve is keeping the last penguins alive.

The World Shapers: Jamie meets his final fate on Planet 14, while travelling with the Doctor, Peri and Frobisher. The latter will soon leave the crew of the time-ship after these events.

Slipback: The TARDIS lands on a starship whose computer wants to take them back to the beginning of time to reboot the universe.

Year of the Pig: The Doctor and Peri meet a villainous alien pig in 1913.

The Mysterious Planet: The TARDIS lands on Ravalox, a society ravaged by fire from the sky and split in two. It hides a dark secret about the Time Lords.

Breaking Bubbles: The Doctor and Peri find themselves in the palatial gardens of the deposed Empress Safira Valtris.

Of Chaos Time The: Cast adrift in his own chronology, the Doctor must avert the consequences of a catastrophic experiment in using time as a weapon of war.

An Eye for Murder: A case of poison pen letters at St Ursula's College threatens to change the course of the Second World War.

The Curious Incident of the Doctor in the Night-Time: The Doctor fights an alien gnome.

Mindwarp: Another encounter with Sil on Thoros Beta leaves Peri stranded. Several timelines diverge from here due to Time Lord interference, but in most, Peri survives and marries King Yrcanos.

The Trial of a Time Lord/The Ultimate Foe: The Doctor is put on trial for various offences by the Valeyard. As a result he meets Melanie Bush, known as Mel, for the first time.

The Wrong Doctors: The Doctor returns Mel to Pease Pottage so he can meet her there later, but he's already there. Whoops!

Time of Your Life: The Doctor faces the Network and its nasty programming. He meets Grant Markham.

Killing Ground: The Doctor returns Grant to his homeworld, where Cybermen are culling the population.

The Wormery: The Doctor goes on a date with Iris Wildthyme, but the venue is not what it seems.

Excelis Rising: The Doctor returns to Artaris 1000 years after his last visit.

The Carrionite Curse: The alien witches hit 1980s Birmingham.

The Lure of the Nomad: The Doctor fights a killer robot on a drifting space hulk. First appearance of companion Mathew Sharpe.

Iron Bright: In 1828, the Doctor helps exorcise the Thames Tunnel.

Hour of the Cybermen: A Cyberman plot comes to fruition in 1980s Britain, but the Doctor and UNIT are on the case.

The Acheron Pulse: The TARDIS lands on Cawdor, in the middle of a war.

Her Final Flight: An assassination attempt leaves the Doctor delirious.

I.D.: The Doctor traipses through Obsoletion Valley, trying to avoid Scandroids and Data Pirates.

Peri and the Piscon Paradox: The Doctor meets an alternate version of Peri who was returned to Earth safely and has since become a TV therapist. Also, they fight fish-like aliens.

The Marian Conspiracy: Evelyn Smythe begins her TARDIS travels with a trip to meet Queen Mary.

The Spectre of Lanyon Moor: The Doctor and Evelyn team up with the Brigadier to investigate a haunted Cornish moor.

The Sirens of Time: While Evelyn waits in the TARDIS, the Doctor visits the temporal anomaly known as the Kurgon Wonder.

The Apocalypse Element: The Daleks attack Gallifrey. The Doctor and Evelyn have to help President Romana.

Bloodtide: The Sixth Doctor meets Silurians in the Galapagos Islands.

Project: Twilight: The TARDISeers face the Forge and the vampiric Dusk.

The Sandman: The TARDIS lands amid a fleet of spaceships cursed... with the Sandman.

Mortlake: The Doctor and Evelyn meet astrologer John Dee in 1568.

Jubilee: The Doctor is trapped in an alternate timeline where the Daleks invaded Earth in 1903.

The Crimes of Thomas Brewster: The Doctor helps DI Menzes with a bad case of Terravores, meets future companion Flip Jackson, and takes in former companion Thomas Brewster.

The Feast of Axos: Axos returns in the 21st Century, but so does the Doctor, along with Evelyn and Brewster.

Industrial Evolution: The Doctor returns Brewster to 19th-Century Lancashire, but brass works machines are taking over.

Doctor Who and the Pirates: Evelyn and the Doctor meet the pirate Red Jasper

Real Time: The Doctor trades in his technicolar coat for a blue one, and faces new-and-improved Cybermen that are causing a temporal paradox.

Project: Lazarus: The Doctor returns to the Forge to help one of its agents.

Arrangements for War: Evelyn meets Rossiter on the planet Világ, and ponders leaving the Doctor's side.

Medicinal Purposes: The Doctor and Evelyn stumble upon grave diggers in 1828 Scotland.

Pier Pressure: A malevolent species that feeds on suffering lands in Brighton in 1936.

The Nowhere Place: The Doctor and Evelyn find Time's End, an anomalous space behind a special door.

A Town Called Fortune: The Doctor investigates a wanted poster with his face on it in the Old West.

100 Days of the Doctor: Someone has assassinated the Doctor. And he only has one hundred days to find out who did it.

My Own Private Wolfgang: Evelyn and the Doctor meet an anomalously-old Mozart.

100 BC: Evelyn gets the chance to meet a young Julius Caesar.

Bedtime Story: The Doctor deals with a curse that affects an entire family.

Assassin in the Limelight: Someone has tampered with Lincoln's assassination; the Doctor must set it right. Soon after this, Evelyn returns to Világ and marries Rossiter over the Doctor's objections.

The Maltese Penguin: The Doctor crosses paths with Frobisher again.

The Wrong Doctors: The Doctor goes to Pease Pottage to meet his destiny in the form of Mel. But his past self is there dropping her off. Whoops!

The Shadow in the Glass: The Doctor teams up with the Brigadier to investigate a mystery from World War II.

Trial of the Valeyard: The Doctor is returned to the Time Lord court, but this time, it's the Valeyard that's on trial.

The Maltese Penguin: The Doctor returns to Frobisher to ask him to travel with him again. Frobisher accepts.

Mission: Impractical: The Doctor and Frobisher join Glitz and Dibber's gang to pull of the crime of the century.

The Holy Terror: On Eugene's World, the TARDISeers are taken for holy messengers at a time of upheaval.

The Age of Chaos: The Doctor tries to stop a civil war between Peri's grandchildren. In this, Frobisher's last adventure with the Doctor, they also visit a version of Peri that became Yrcanos' queen.

The Ratings War: Beep the Meep is back and is set to dominate the airwaves.

The Terror of the Darkness: The Doctor helps UNIT overcome an entity known as the Darkness. Emily and William become short-term companions.

The Ultimate Adventure: Having recently saved Jason from the guillotine during the French Revolution, they meet Crystal fighting the Cybermen. She joins the crew to fight the Emperor Dalek.

Face Value: The Doctor and his companions foil a Chameleon plot on a living planet.

Beyond the Ultimate Adventure: The Doctor, Crystal and Jason quest for the treasure of Ultima Thule. The companions leave the TARDIS some time after this.

The Condemned: Charlotte Pollard joins the Sixth Doctor's adventures after leaving the Eighth, always careful not to reveal she knows him already. They help DI Menzies (for whom this is her first meeting with the Time Lord) with the investigation of a peculiar murder.

The Doomwood Curse: The Doctor and Charlotte meet notorious highwayman Dick Turpin, and something entirely more dangerous.

Brotherhood of the Daleks: The TARDISeers are psychologically tortured on the Dalek-held Spiridon.

The Red House: The Doctor and Charlotte land on a planet inhabited by werewolves.

Return of the Krotons: Krotons are reactivated in the mines of Onyakis.

The Raincloud Man: Charlotte and the Doctor plunge into Manchester's criminal underbelly to solve a mystery.

Patient Zero (Part 1): After she contracts a virus, the Doctor puts Charlotte in the Zero Room while he tries to locate the source of the cure.

Urgent Calls: The Doctor answers a viral wrong number.

Patient Zero (Parts 2-4): After years of looking for a cure, the Doctor heads for the Amethyst Viral Containment Station. But while he crosses paths

with time-travelling Daleks, Charlotte is replaced in existence by Mila.

Paper Cuts: The Doctor and Mila visit Draconia.

Blue Forgotten Planet: The Doctor encounters the Viyrans again, and Charlotte is restored, but leaves the Doctor's company (and memory) to travel with the Viyrans.

City of Spires: The Doctor is reuinted with Jamie in 18th-Century Scotland. After they fight space leeches together, Jamie starts his travels again.

Night's Black Agents: Still in Scotland, the Doctor and Jamie accept a Reverend's hospitality, but find something afoot in his castle.

The Wreck of the Titan: The TARDIS lands on the doomed *RMS Titanic*.

Legend of the Cybermen: The Land of Fiction is under threat from the Cybermen, and the truth of Jamie's last few adventures is revealed, causing him to leave the TARDIS once again.

Jago & Litefoot Series 3: The TARDIS crashes in the Thames during the Victorian era, during which time the Sixth Doctor sometimes interacts with Jago & Litefoot.

Voyage to Venus: The Doctor, Jago and Litefoot visit Venus in the far future.

Voyage to the New World: The Doctor, Jago and Litefoot find themselves the captives of Natives in the New World.

The Curse of Davros: Flip Jackson joins the Doctor aboard the TARDIS after helping him defeat a Dalek incursion at the Battle of Waterloo.

The Fourth Wall: Flip is snatched from the TARDIS by a telecommunications mogul.

Wirrn Isle: The Wirrn are back, this time to threaten Nerva City.

Stage Fright: Flip and the Doctor see a play at Jago's theater.

Antidote to Oblivion: 24th-Century Britain is bankrupt, and Sil is looking for a permanent solution to its problems.

Vortex Ice: Flip and the Doctor find alien life frozen in a Mexican mine.

Cortex Fire: The Doctor investigates a strange case of spontaneous combustion on the planet Festin.

The Brood of Erys: Flip is carried away by the impish Drachee.

Scavenger: The TARDIS visits the events surrouning a space mission to clear out the space debris around Earth. Flip was later returned home.

The Widow's Assassin: The Doctor meets yet another version of Peri and saves her from a brain parasite that had taken her over on Thoros Beta. She starts travelling with him again.

Masters of Earth: The TARDIS lands during the Dalek occupation of Earth, a year before the First Doctor defeats them.

The Rani Elite: The Doctor and Peri meet a new incarnation of the Rani. At some point after this, Peri stops travelling with the Doctor.

Last of the Cybermen: The Sixth Doctor teams up with Jamie and Zoe (in the middle of their travels with the Second) to investigate a Cyberman monument.

The Day of the Doctor: The Sixth Doctor helps save Gallifrey in the last minutes of the Time War.

World Enough and Time, and The Eye of the Storm: The Sixth Doctor encounters River Song.

The Four Doctors: The Daleks unleash a temporal maelstrom that throws four incarnations of the Doctor together.

Academic Notes: The Doctor tangles with Mr. Silhouette in a library.

Criss-Cross: The Doctor works as a code-breaker during World War II and meets Constance Clarke, who becomes his next companion.

Planet of the Rani: The Rani hopes to create a race of new gods.

Shield of the Jötunn: The Doctor and Constane must deal with Frost Giants in the early 21st Century.

The End of the Line: A commuter train has lost its way, leading the TARDISeers to tangling with the Master and the Valeyard.

Order of the Daleks: A monastic order on the planet Strellin is hiding a new Dalek threat.

Absolute Power: The Doctor and Constance stumble upon an archaeological mission to the dead world of Teymah.

Quicksilver: The Doctor is reunited with a time-transported Flip in 1940s Vienna, where Constance gets some terrible news about her husband.

The Behemoth: The Doctor, Constance and Flip uncover unpleasantness in Georgian-era Bath.

The Middle: Flip wants to celebrate Constance's birthday on the leisure planet Formicia.

Static: The TARDISeers visit a caravan park receiving transmissions from beyond the grave. Sometime after this, Flip and Constance leave the Doctor's company.

Gone Too Soon: Several trips, including a gig with the Beatles and the final death of the Doctor's old mentor, K'anpo Rimpoche.

Judoon in Chains: The Doctor defends a Judoon in court.

Business Unusual: The Doctor must rescue the Brigadier from the Nestene with the help of Mel, who then (finally!) starts travelling with him.

The Juggernauts: The Doctor and Mel find Davros in a colony, as a Mechanoid threat looms.

Catch-1782: Mel runs afoul of a Grandfather Paradox when exploring her own family's history.

The Seeds of War: Mel and the Doctor join the struggle for survival on a planet subjugated by the Eminence.

Millennial Rites: Two different utterly alien beings are brought together at the turn of the Millennium, reconfiguring reality itself.

Thicker Than Water: The Doctor visits Evelyn one final time on Világ.

The One Doctor: Mel and the Doctor meet impostors.

Terror of the Vervoids: The TARDISeers investigate a murder aboard a cruise liner and fight the plant-like Vervoids.

The Wishing Beast: The Doctor and Mel are promised their fondest wishes by the strange Applewhite sisters.

The Vanity Box: The Doctor suspects shenanigans at a trendy salon in 1965.

Spaceport Fear: The TARDIS lands in a war-torn spaceport where a creature lurks.

The Quantum Archangel: A new version of TOMTIT has been built, and Chronovores are sure to follow.

Instruments of Darkness: The Doctor, Mel and Evelyn run afoul of a shadow government who turns out to be an alien entity.

Spiral Scatch: The multiverse starts to unravel because of the actions of the Lamprey Family.

The Brink of Death: A final confrontation with the Valeyard causes the Doctor to make the ultimate sacrifice.

Time and the Rani: The Sixth Doctor regenerates into the Seventh.

Gallifrey: Disassembled: In a parallel timeline, President Romana gets help from an alternate version of the 6th Doctor.

COMPANIONS

ANGELA JENNINGS *(Time of Your Life)*

On the planet Torrok in the year 2191, Angela Jennings lived a life of tedium before she met the Doctor. Angela is a young woman in her early twenties, and the Doctor is relieved that she has black hair rather than red. Since the end of his trail by the Inquisitor, the Doctor is desperate to avoid meeting future companion Mel Bush, believing that by doing so, he can prevent himself becoming the Valeyard. Angela's black hair meant that she cannot be Mel. Like Mel though, she is a computer programmer. Or at least she was, but there is little call for her skills on Torrok now.

Torrok had once, very briefly, had its own industry, and with it fame and prosperity. Torrodium had been found in the planet's depths, giving Torrok an economic influence it had never felt before. Seizing on the metal's amazing vibrational properties, media moguls had moved in en masse and a superpowerful transmitter had been constructed out of torrodium alloy. The Torrok Television Company was the first TV station to reach the whole system and had won awards for its quality and innovation. But within months, the Meson Broadcasting Service (*see L58*) – otherwise known as the Network – had set up their satellite in competition, stealing sponsorship and advertising revenue with trashy shows and bigger audiences. TTC had died, taking the independence and aspirations of an entire planet with it. The people of Torrok were left with nothing; less than nothing, since the Network moved in and began to insidiously dominate their very lives. Sixteen channels are now broadcast from Meson Primus to all seven planets in the system; well, six since Zarnia was evacuated.

Nowadays, the main city of Torrok is a graffiti-sprayed concrete wasteland in which only the Watchers and the Peace Keepers patrol, and the only visitors from off-world are the regular landings by the heavily-armed ships of the Meson Banking Corporation making pick-ups of torrodium ore from the automated refinery and leaving vital machine spares and food supplies in payment. The general populace of Torrok remain behind their locked and barricaded doors, the only respite in their existence being provided by computer monitors and television screens. The vast majority haven't seen the suns of Torrok almost two decades, nor felt their warmth on their skin or breathed the fresh air in that time.

The Watchers are barbaric savages who attack any of the citizens who might dare to venture out. And the Peace Keepers are gliding, trapezoidal drones programmed to enforce Torrok's perpetual curfew with lethal force if necessary. But after her sister was taken away by the medics, Angela couldn't resist her curiosity for long and she dared to explore the rubble-strewn city, where she encountered the Doctor and, against his better judgement, persuaded him to take her away from Torrok.

ANGELA JENNINGS

AWARENESS	3	PRESENCE	3
COORDINATION	4	RESOLVE	3
INGENUITY	4	STRENGTH	2

SKILLS
Athletics 2, Convince 3, Knowledge 1, Science 2, Subterfuge 3, Survival 1, Technology 3 (AoE: Computer Programming)

TRAITS
Face in the Crowd
Inexperienced x2
Insatiable Curiosity
Run for Your Life!
Unlucky (Major) – In addition to the usual drawback of Angela having to re-roll double 6s, the GM can be particularly nasty to her without having to recompense her with a Story Point

TECH LEVEL: 6
STORY POINTS: 18

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The Doctor's misgivings about taking on another companion so soon after the apparent death of Peri were soon borne out as Angela was killed by the datavore, Krllxk (*see V54*), almost immediately after she stepped out of the TARDIS for the first time. But with so much unexplored potential, Angela Jennings remains an intriguing possibility for use in the alternative timeline of a GM's campaign.

CHARLOTTE POLLARD *(1st in The Condemned)*

Born on 15th April 1912, the day the Titanic sank, Charlotte Elspeth Pollard – Charley to her friends – is the daughter of Lady Louisa Pollard and the sister of Margaret and Cecilia (Sissy). In 1931, styling herself an "Edwardian adventuress", Charley stowed away on the ill-fated British airship, the R101, intending to travel to Singapore in order to meet up with a young man. The 8th Doctor rescued her from the airship before it crashed in flames over France, going against established history which records that all on board perished.

Charley travelled with the Doctor for some time, even falling in love with him, but not realising that she was an anomaly that threatened the structure of the Web of Time. This situation eventually resulted in the Doctor being infected with anti-time and becoming Zagreus, a mythical Gallifreyan bogeyman figure. Charley followed the Doctor into exile in a Divergent Universe in order to keep his infection in check. By this point, her love for the Doctor had diminished somewhat, but there was still a strong bond between them.

After a series of adventures in the Divergent Universe, the Doctor and Charley, together with their new travelling companion C'rizz, returned to our Universe. However, C'rizz died in order to save an inhabited planet from being destroyed. Charley was appalled by the Doctor's apparent lack of grief at this and demanded to be returned home. But before this could happen, Charley believed the Doctor was killed. She found herself stranded on Earth on a desert island in the year 500,002, from which she was rescued by a blue police telephone box piloted by… the Sixth Doctor, with whom she continued to travel for a time.

Since meeting the 6th Doctor, Charley has been very concerned about the effect it might have on the Web of Time if she were to reveal to him that she knows him in his future. In particular, Charley believes she witnessed the death of the 8th Doctor in the far future and she cannot allow his younger self to know anything about that. As a result, she has been very vague with the Doctor about how she came to be stranded in the year 500,002, a period in which the Earth gets very few visitors. Charley claims to be suffering from amnesia and avoids the Doctor's direct questions about where and when she comes from. The Doctor has consequently become very suspicious of her, more so every time she accidentally lets slip a piece of information she shouldn't know about him or the TARDIS.

Charley is bubbly and high-spirited, somewhat tomboyish and with a love of adventure. She speaks with a cut-glass English accent and is prone to making outdated exclamations such as "Gosh!" and "Golly!"

CHARLOTTE POLLARD

AWARENESS	4	PRESENCE	4
COORDINATION	3	RESOLVE	4
INGENUITY	3	STRENGTH	3

SKILLS
Athletics 2, Convince 3, Fighting 1, Knowledge 3, Medicine 2, Science 2, Subterfuge 3 (AoE: Deception), Survival 2, Technology 1

TRAITS
Attractive
Brave
Charming
Dark Secret (Minor) – Is a future companion of the Doctor (and believes she knows his fate)
Insatiable Curiosity
Run for Your Life!

TECH LEVEL: 4

STORY POINTS: 12

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

After several adventures with the 6th Doctor, Charley was infected with a virus that made her invisible and intangible, and was replaced in the TARDIS by Mila (*see A16*), a former experimental subject of the Daleks who changed her appearance to Charley's and assumed her identity. The real Charley was captured by the Viyrans (*see V131*), who cured her condition but would not free her. She subsequently accompanied them on their eternal mission to detect and eradicate viruses.

COLONEL EMILY CHAUDHRY *(1st in The Terror of the Darkness)*

Colonel Emily Chaudhry of UNIT first met the Doctor in one of his earlier incarnations, but it was with the 6th Doctor that she and Lieutenant Will Hoffman (*see A13*) became his travelling companions for a short while. By then, at the beginning of the 21st Century, she was already an experienced officer and was used to encountering alien threats. But her primary role was as UNIT's political liaison officer and head of public relations.

Emily is a slim, attractive woman in her early thirties. With her bleached hair cut short, she gives the impression of being purposeful and sure of herself. Emily is normally well-spoken, but in times of stress, she can swear as colourfully as the soldiers under her command. Her eyes are particularly beautiful, but her often stern demeanour can detract from them. To those who don't know her, Colonel Chaudhry can come across as hard and uncaring, and Will Hoffman initially nicknamed her "Colonel Coldheart" as a result (though never to her face). But off duty, she enjoys a pint of beer in the White Rabbit pub with the lads and is capable of drinking them under the table.

Responding to a Code Blue alert (a sighting of the TARDIS), Emily and Will helped the Doctor defeat an entity known as the Darkness. When the Doctor offered to take them back to UNIT HQ in the TARDIS, Emily gave in to her inquisitive nature and accepted. Unfortunately, the Doctor didn't take the direct route back and diverted to respond to a distress signal, leading the three of them into a short series of adventures.

Emily respects the Doctor's capabilities but was initially rather cautious of him. She would have envied him his control over time if she didn't know how much his lifestyle got other people killed. It is almost as if the deaths that accompany him are the price of his freedom. There are things about the Doctor that Emily was told on her first day with UNIT: avoid the Code Blues; get close to the Doctor and you end up dead, and not in a good way; the Doctor appears, messes things about and lets other people clear up behind him. She's very aware that the old guard at UNIT always lower their voices if they ever refer to him. As a result, if Emily responds to a Code Blue, she is prepared for action: she wears a shirt fashioned from an alien material which is capable of withstanding a bullet fired at close range – though the impact would still be very painful!

The day that Emily meets the 6th Doctor is also Will Hoffman's first day with UNIT, having transferred from the regular army. Will is her driver, but she isn't initially impressed by him, thinking him to be a reject who has been dumped on UNIT. However, their adventures with the Doctor quickly let her see Will in a new light, and by the time they finally get back home, she has made a mental note to ask her commanding officer to have Will assigned as her second.

Sometime after her travels in the TARDIS, Chaudhry becomes commanding officer of UNIT's UK branch following the death of Colonel Dalton. She is succeeded a few years later by Colonel Mace.

COLONEL CHAUDHRY

AWARENESS	4	PRESENCE	4
COORDINATION	3	RESOLVE	4
INGENUITY	3	STRENGTH	3

SKILLS
Athletics 2, Convince 3, Fighting 2, Knowledge 3 (AoE: UNIT History), Marksman 3, Subterfuge 2, Survival 1, Technology 2, Transport 2

TRAITS
Attractive
Brave
Experienced x2
Friends (Major) – UNIT
Insatiable Curiosity
Military Rank (Major x3) – Colonel
Obligation (Major) – UNIT
Voice of Authority

EQUIPMENT
Pistol: 5(2/5/7) damage
Bullet-resistant shirt: 4 points of damage reduction
Mobile phone

TECH LEVEL: 5

STORY POINTS: 6

CONSTANCE CLARKE *(1st in Criss-Cross)*

Mrs Constance Clarke first met the Doctor when she was a Leading Wren stationed at Bletchley Park in 1944. Constance was born in 1910 and spent much of her childhood in Africa on her father's estate in Nyasaland, a British colony. She returned to London to complete her schooling when her father died of tuberculosis. After school, she studied Modern Languages at Somerville College, Oxford and graduated with a first.

Constance married young. Straight out of university, Constance fell for Henry Clarke (*see A60*), a dashing Sub-Lieutenant in the Royal Navy. By 1944, Henry is a Lieutenant Commander in Naval Intelligence. His work often takes him away for long periods of time and he can't tell Constance where he is being assigned to or how long for. In November 1943, Henry was again posted to special duties and Constance hasn't seen or heard from him since. She has no idea if Henry is alive or dead.

At the outbreak of the Second World War, Constance volunteered to join the WRNS, the Women's Royal Naval Service, more usually referred to as the Wrens. Because of her language skills, she was soon recruited into the top secret codebreaking group at Bletchley Park. As Leading Wren, Constance is in charge of one of the teams dealing with the translation of intercepted German communications.

Constance's upper middle class upbringing is clear from her cut-glass English accent and her manners. She is very level-headed, remains cool in a crisis and readily takes command when the situation requires it. She knows people who have gone away to war and never came back, and others who came back only to find their homes bombed out in the Blitz. According to Constance, you can weep and wail for all the good it will do, or you can just get on with things. Like most people, she longs for the War to be over, and when she realised that the Doctor has a time and space machine, she jumped at the chance to travel with him and take a break from the stress of the conflict. Not that she's a deserter: she first made sure that the Doctor would be able to get her home so she could resume her duties at Bletchley Park. To maintain a degree of formality between them, Constance insists the Doctor call her Mrs Clarke. After all, she's a married woman!

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Just before her husband received his orders in November 1943, Constance found a letter in his coat pocket. It was written by another woman and it was clear that he was having an affair. Constance didn't confront Henry about this before he went away, and the letter has weighed heavily on her mind since.

When Constance finally asked the Doctor to return her home, the TARDIS overshot and she arrived to find a telegram informing her that her husband had died. But, as she was to find out, this was merely a ruse to enable Henry to set up a new life for himself in Vienna (*see L87*). Since then, Constance has continued to travel with the Doctor, though she still intends to return to her duties at Bletchley Park. More recently, they have been joined in the TARDIS by Flip Jackson (*see A7*).

CONSTANCE CLARKE

AWARENESS	4	PRESENCE	4
COORDINATION	3	RESOLVE	4
INGENUITY	4	STRENGTH	2

SKILLS
Athletics 1, Convince 4, Craft (Piano) 3, Knowledge 2, Marksman 1, Science 2, Subterfuge 3, Technology 3, Transport 1

TRAITS
Attractive
Brave
Empathic
Experienced
Linguist (Minor) – French, German, Latin
Obligation (Major) – Return to do her duty
Reliable
Voice of Authority
Well Mannered

TECH LEVEL: 4

STORY POINTS: 9

DR PERI BROWN *(Peri and the Piscon Paradox)*

The point at which Peri died on Thoros Beta, or rather the point at which the Time Lords rescued her from death, has become a very complicated space-time event. Several competing factions of Time Lords devised different ways to rewrite Peri's life after saving her. Decisions were made that were countermanded and contradictory, with multiple timestreams – and Peris - coming into existence as a result.

The only Peri (so far) to have learned this is one that the 5th and 6th Doctors each encountered in Los Angeles in 2009. This version of Peri had been returned to Earth in the mid-1980s with all her memories of her travels in the TARDIS removed and remembering only her first meeting with the 5th Doctor on Lanzarote. Apparently the incoming Time Lord President felt that forcing Peri to spend the rest of her life as King Yrcanos' warrior queen on Krontep would be a fate worse than a fate worse than death.

Returning home, this Peri married her childhood sweetheart, Davy Silverman, but became a victim of domestic abuse. Eventually she escaped to Los Angeles, where she became a Samaritan and then a relationship counsellor. By the time the 6th Doctor bumps into her in 2009, Peri is host of the hit TV series *Dr Peri Brown - Worrier Queen*. It's the highest rated show on cable for its timeslot.

THE MANY FATES OF PERPUGILLIAM BROWN

At the last count, there were at least seven different Peri Browns:

- The original Peri is the one who died on Thoros Beta.
- There is a version of Peri who lived a happy life with Yrcanos on Krontep (*see L49*), having three children and several grandchildren.
- There is the Peri who became a successful relationship counsellor and TV host in Los Angeles.
- There is a version who returned to Earth, where Yrcanos became a professional wrestler with Peri as his manager.
- There is a version who remained with Yrcanos for twenty-five years despite not loving him, and who was eventually returned to her own time by the Doctor.
- There is a version who married Yrcanos, only for him to be poisoned seven days after the wedding; she ruled as Queen of Krontep (*see V62*) for five years until resuming her travels with the Doctor.
- There is a version who was visited by the Doctor twenty years after being left with Yrcanos and who refused to accept his apology for abandoning her; they parted on acrimonious terms.

Other Perpugilliam Browns may be available (*see X4*).

DR PERI BROWN

AWARENESS	3	PRESENCE	4
COORDINATION	3	RESOLVE	4
INGENUITY	3	STRENGTH	2

SKILLS

Athletics 2, Convince 4 (AoE: Counselling), Craft 3 (Media Skills), Fighting 1, Knowledge 4 (AoE: Botany), Medicine 1, Science 3, Subterfuge 2, Survival 1, Technology 2, Transport 2

TRAITS

Amnesia (Minor)
Attractive
Brave
Charming
Empathic
Experienced x2
Fame (Minor) – *see A23*
Lucky
Screamer!
Unadventurous (Major)
Wealthy (Minor) – see *The Fifth Doctor Expanded Universe Sourcebook*

TECH LEVEL: 5

STORY POINTS: 6

The Doctor offered this Peri the chance to travel with him again, but she declined. This version is a little older and wiser and much more cynical than the Peri who used to have adventures in the TARDIS. She is currently "resting" between her third and fourth marriages. Now in her forties, Peri's biggest regret is never having had kids.

EVELYN SMYTHE *(1st in The Marian Conspiracy)*

Evelyn Smythe was a divorced lecturer in Tudor History at Sheffield Hallam University when she met the 6th Doctor, who was trying to locate a temporal nexus point. This turned out to be Evelyn herself, and after resolving the ensuing historical crisis, she insisted on travelling with the Doctor in order to see history at first hand.

Evelyn was already fifty-five when she first met the Doctor, and she has since travelled in the TARDIS for a number of years. She is therefore not as physically fit as the Doctor's younger companions, but she has greater worldly experience to draw on than most of them. She admits to not being able to ride a horse or swim, and can't run faster than a slow jog. Actually, Evelyn is not in the best of health, and unknown to the Doctor she has to take medication for a heart condition. In fact, the University is planning to retire her on health grounds.

Evelyn is friendly and caring, with a love of tea and chocolate cake. In appearance, she is rather matronly, and tends to wear woollen cardies and carry a handbag. Evelyn and the Doctor had a major falling out when he failed to save Cassie Schofield (*see A29*) from the vampire hunter Nimrod (*see V78*). Much later, she learned that Cassie's son, Thomas Hector Schofield, would become a companion of the 7th Doctor, a fact which gave her comfort.

During her travels with the Doctor, the TARDIS took Evelyn to the planet Világ (*see L88*), where she met and fell in love with Governor Rossiter (*see A70*). Although she decided not to remain on Világ at that time, it is known that at some point Evelyn returned to marry Rossiter (now Principal Triumvir, a member of the planet's ruling body). This upset the Doctor to the extent that he did not attend their wedding, though he visited a few years later and made amends.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Evelyn remained with Rossiter until his death. But ten years later, she was unexpectedly transported to the planet Pelachan billions of years in the past by an alien artefact she uncovered during an archaeological dig. She remained on Pelachan for a further two years, until the arrival of the 7th Doctor. Evelyn suffered a fatal heart attack while helping the Doctor defeat the Word Lord, Nobody No-One, trapping him in a pocket universe sustained only by Evelyn's narration, ceasing to exist when she died. The Doctor read the eulogy at her funeral.

DR EVELYN SMYTHE

AWARENESS	4	PRESENCE	4
COORDINATION	2	RESOLVE	4
INGENUITY	4	STRENGTH	2

SKILLS
Convince 4, Craft (Baking, Writing) 3, Knowledge 5 (AoE: History), Medicine 1, Science 1, Subterfuge 2

TRAITS
Brave
Charming
Dependency (Minor) – Without her heart medication, Evelyn suffers -2 to all rolls during times of physical or emotional stress
Empathic
Indomitable
Slow (Minor)
Slow Reflexes
Weakness (Minor) - Evelyn tires easily and has -2 on rolls involving physical stress or endurance

EQUIPMENT
Handbag [Traits: Resourceful Pockets. Story Points: 1.]

TECH LEVEL: 5

STORY POINTS: 11

ALTERNATE EVELYNS

There are a couple of stories which appear to take place in alternative realities, as on the face of it they do not fit in with the standard version of her life. In the novel *Instruments of Darkness*, Evelyn has been left on Earth by the Doctor for some years and, although she now re-joins the Doctor, both this story and the audio in which the Doctor returns to Világ present Evelyn's first meeting with Mel. And in the BBC webcast *Real Time*, Evelyn is unknowingly infected with a Cyber-virus which will in time convert her into the Cyber-Controller that the Doctor has just defeated (*see V33*). Events in *Spiral Scratch* suggest that the stories from different spin-off media (audios, novels, etc) are set in different timelines (*see G16*).

FLIP JACKSON *(1st in The Crimes of Thomas Brewster)*

Supermarket checkout girl Philippa "Flip" Jackson first encountered the 6th Doctor in 2011 when the London Underground train she and her boyfriend Jared Ramon (*see A52*) were travelling on was dragged through a space-time wormhole to an alien planet. Although they were returned home by the end of that adventure, the pair met the Doctor again a year later and helped him against Davros and the Daleks. Bored with her humdrum life (she worked at the Freshgoods Supermarket – until it was destroyed), Flip decided to join the Doctor in his travels to see a bit more of the Universe, at the last second jumping out of a Dalek time machine that was programmed to return her and Jared home.

Flip's parents really wanted a boy and didn't really pay much attention to her after the birth of her younger brother, Philip. She is a petite brunette with an elfin face. She is in her late teens and speaks with a strong Essex accent. In fact Flip talks quite a lot, as she's not afraid to speak her mind and make her views known, even if it's Davros or an alien warmonger she's talking to! Her sheer mouthiness makes her difficult to ignore. Flip isn't particularly bright, but she's resourceful and determined. However, her lack of experience means that she often acts without fully understanding the situation, which can put herself and her companions in danger before she realises what she has done.

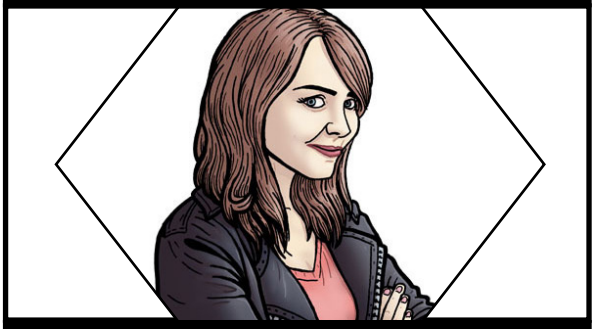
Despite her extrovert personality, Flip suffers from stage fright and cannot perform to an audience. This fear stems from a childhood memory of having to recite epic poetry on stage at school. She also has murophobia, a fear of rats. Flip hasn't yet passed her driving test, and she was so rubbish at French that her school wouldn't let her sit the GCSE exam. She has however attended a first aid course, though just the one, as it made her feel sick.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

After a series of adventures with the Doctor, Flip found herself stranded in space above the Earth, with her spacesuit running out of oxygen. With no other option, she used the suit's thrusters to propel herself into the Earth's atmosphere, not knowing whether she would survive re-entry and crash-landing, and hoping that the Doctor would somehow be able to locate her. Although the precise events leading to her survival are unknown, the Doctor later explained that he was able to use the TARDIS to bend space and time and slow her descent. Flip returned to her home time and married Jared in 2012, becoming Flip Ramon. The couple sent a wedding invitation to the Doctor. Although he didn't get around to attending, Flip was caught up in a new series of adventures with him and Constance Clarke (*see A4*) after having been pulled through a time portal at the wedding reception.

The Valeyard once mockingly offered to tell the Doctor what will eventually happen to Flip. Although this has not been revealed, the implication is that she does not have a happy fate waiting for her. Unless the Valeyard was lying, of course.

FLIP JACKSON



AWARENESS	4	PRESENCE	4
COORDINATION	3	RESOLVE	4
INGENUITY	2	STRENGTH	2

SKILLS
Athletics 3, Convince 3, Craft 2, Fighting 1, Knowledge 1, Marksman 2, Medicine 1, Subterfuge 3, Survival 1, Technology 2, Transport 1

TRAITS
Attractive
Brave
Impulsive
Inexperienced
Insatiable Curiousity
Loud
Phobia – Fear of rats
Phobia – Stage fright
Run for Your Life!
Voice of Authority

EQUIPMENT
Mobile phone (with "Poker Face" as the ring tone)

TECH LEVEL: 5

STORY POINTS: 15

FROBISHER *(1st in The Shape-Shifter)*

Down these mean streets a penguin must go. To his friends, he is Frobisher. To his enemies, he is Mr Frobisher. And to the Galactic Readers Digest, he is Mr F.R. Rubbisher when they write to tell him he may have won 30,000 mazumas. Frobisher is a private detective, a gumshoe, a shamus, a snoop hired to look for evidence in other people's trash. He charges 12 mazumas a day (plus expenses) not to notice the smell. He may be cheap, but he's thorough.

Frobisher is also the most unusual companion that the 6th Doctor has travelled with, as he is seemingly a talking penguin around four feet tall. But Frobisher is actually an alien shapeshifter, a Whifferdill from the planet Xenon in Mutter's Spiral. Like all Whifferdills, Frobisher is able to assume any shape, animate or inanimate, with a size and mass anywhere from that of an insect to that of a small dinosaur. He can even assume the form of a machine with moving parts – though whether the machine is functional will vary. In his very first appearance, Frobisher was disguised as a working telephone, and he claimed (perhaps jokingly) that he once spent 14 years as a supermarket checkout till. He has even been seen to become the TARDIS's central column. Frobisher can also assume the exact likeness of a specific individual, and on a number of occasions he has taken on the appearance of the Doctor. On the rare occasions that he reverts to his natural shape, Frobisher looks like a small, pale yellow humanoid, almost featureless and wearing what appear to be large round spectacles, a gumshoe's typical raincoat and wide-brimmed hat (though these are all extensions of his shapeshifted form).

Frobisher is from the 82nd Century, where he operated under the name Avan Tarklu. He was married once, but his wife Francine (*see A43*) left him as she felt she was the better detective. Frobisher encountered the Doctor when the gangster Josiah W. Dogbolter (*see V51*) placed a bounty on the Time Lord's head. But instead of turning him in, Frobisher ended up helping the Doctor and joined him in his adventures. It was only after travelling with the Doctor for a while that he first took the form of a penguin, and since then he has very rarely been seen in any other form. It reminds him of Francine.

Frobisher speaks with an American accent, even when copying the form and voice of somebody else. Like the Doctor, he tends to make light of dangerous situations, frequently wisecracking at inappropriate times. But unlike the Doctor, Frobisher isn't particularly concerned about avoiding the deaths of their adversaries, even gunning down Dogbolter's guards on one occasion.

Frobisher travelled with the 6th Doctor for some time, later being joined in the TARDIS by Peri. He also travelled with the 7th Doctor for a short while. But he couldn't help feeling like he was playing second fiddle to the Time Lord and left to resume his career as a gumshoe, claiming the Doctor cramped his style.

FROBISHER

AWARENESS	3	PRESENCE	4
COORDINATION	4	RESOLVE	3
INGENUITY	3	STRENGTH	3

SKILLS
Athletics 3 (AoE: Swimming), Convince 4, Craft (Piano) 2, Fighting 2, Knowledge 2, Science 1, Subterfuge 4, Technology 3

TRAITS
Alien
Alien Appearance
Eccentric (Major) – Prefers to stay in penguin form
Environmental (Minor) – Can assume forms able to survive in most environments
Experienced x2
Flight (Major) – Can sprout wings
Natural Weapons (Minor) – Limbs can morph into weapons capable of delivering Strength +2 damage
Shapeshift (Special)
Size (Special) – Frobisher's Shapeshift trait allows him to grow or shrink, gaining the Huge or Tiny Traits (Minor or Major) as desired

TECH LEVEL: 8

STORY POINTS: 6

Many years later, the 8th Doctor found himself in a bar run by a large man called Bish, but departed without realising it was his old friend Frobisher. Most recently, Frobisher helped the 12th Doctor in finally bringing down their old enemy Josiah W. Dogbolter.

GRANT MARKHAM *(Time of Your Life, Killing Ground)*

Grant Markham is a talented computer programmer who travelled with the 6th Doctor shortly after his trial by the Inquisitor. At the time, the Doctor was intending to go into seclusion in order to change his future so that he would never meet Mel and thus avoid becoming the Valeyard. However, the Time Lords sent the Doctor on a mission, as a result of which his new friend Angela Jennings (*see A1*) was killed and Grant became his latest travelling companion.

Three generations ago, Grant's ancestors lived on Earth. Grant himself was born in 2172 on the planet Agora (*see L4*), a colony world under the rule of the Cybermen, who used it to breed humans for cyber-conversion. His mother was killed in reprisals for an unsuccessful human uprising in 2176, after which Grant was smuggled off-planet in a ship that took him to New Earth. Although he grew up safe from the threat of the Cybermen, Grant's psychological scars manifested as robophobia, the result of his subconscious memories of the death of his mother at the hands of a Cyberman.

Grant is of medium height and small build. He has tousled, rusty brown hair, pallid freckled skin and blue, watery eyes. He wears large spectacles which are usually in need of a clean, and appears to have little fashion sense: on his first meeting with the Doctor, Grant was wearing black corduroy trousers and a brown acrylic pullover.

In 2191, at the age of nineteen, Grant was working for Empire Software on New Earth when he met the Doctor and used his programming skills to help defeat a giant robot dinosaur which was rampaging through the city of Neo Tokyo. After this, Grant left New Earth with the Doctor and their first journey together took him back to Agora, where he deactivated the Cybermen by lowering the temperature of their base – but not before his father had been killed.

Grant travelled with the Doctor for several years after this, though most of his adventures remain untold. According to one apocryphal source, they were joined in their adventures by another travelling companion, a seven-dimensional alien known as a Legion. Eventually, the Doctor left Grant at the Bi-Al Foundation to recover from being attacked by a malevolent computer virus. The Doctor later regretted abandoning him and returned to apologise, but Grant was unable to forgive him and the pair parted company on acrimonious terms.

In one possible future, Grant was removed from time, leaving him a non-person aboard a mysterious zeppelin drifting through the Vortex. The circumstances leading up to this fate are unknown, but it is implied that the people on the zeppelin have been sent there, possibly by the Doctor himself, as they pose a threat to the Web of Time.

GRANT MARKHAM

AWARENESS	4	PRESENCE	3
COORDINATION	3	RESOLVE	4
INGENUITY	4	STRENGTH	2

SKILLS

Convince 2, Fighting 1, Knowledge 2, Medicine 1, Science 3, Subterfuge 2, Technology 4 (AoE: Computers), Transport 1

TRAITS

Brave
Face in the Crowd
Impaired Senses (Minor) - Without his glasses, Grant suffers a -2 penalty on visual awareness rolls
Inexperienced
Phobia – Robophobia
Technically Adept

TECH LEVEL: 6

STORY POINTS: 15

JAMIE MCCRIMMON *(1st in City of Spires)*

When James Robert McCrimmon was returned to his own time by the Time Lords, they removed all memories of his travels with the 2nd Doctor. But he should at least be able to remember their first meeting in the aftermath of the Battle of Culloden. Which is why the 6th Doctor cannot understand why the Jamie he meets in the Highlands around 1780 does not remember anything about him or his blue box.

Jamie is thirty-five years older than he was at Culloden, and his battles against the Redcoats should be long behind him. But the Doctor learns that Jamie is one of the leaders of the Highlanders who are still fighting against the English. To his comrades, Jamie is known as Black Donald, a Scottish name for the Devil.

Jamie is still as brave and loyal as he ever was. But he views the Doctor with suspicion. He cannot understand how the Doctor knows him, nor believe his stories of their past adventures together. Nevertheless, he is beginning to trust his new ally in their travels across the Highlands.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The TARDIS has been drawn into the Land of Fiction once again, and this is a fictional version of Jamie created by none other than Zoe Heriot! A month after the Time Lords returned her home, the Wheel in Space was again attacked by Cybermen. While trying to fight them off, Zoe managed to open up a hole in spacetime and send them into the Land of Fiction.

Zoe became to the new Mistress of the Land and has been fighting the Cybermen with fictional characters. She even tried to create a fictional version of the Doctor by novelising his adventures, but the Land of Fiction's Master Brain labelled him too absurd! So she resorted to diverting the TARDIS into the Land and creating the fictional Jamie to act as the Doctor's guide, removing his memories to provide the Doctor with a mystery. Unlike previous inhabitants of the Land of Fiction, those created by Zoe have been given free will in order to better fight the Cybermen. So Jamie isn't directly controlled by Zoe.

MAD JAMIE *(The World Shapers)*

Before encountering the fictional Jamie, the 6th Doctor had already encountered the real one a second time, but this time in the Highlander's old age, many decades after the Time Lords had returned him home. Although the memory blocks imposed on him by the Time Lords had held for some time, Jamie had eventually remembered his adventures with the Doctor. But his talk of travelling in time and space caused his fellow Scots to consider him to be very odd indeed. "Mad Jamie", as they referred to him, took himself away from regular human contact and lived a largely solitary life in a croft on the moors. He was overjoyed to meet the Doctor once again and prove to himself at least that he was not deranged. But their reunion was short-lived, as Jamie sacrificed himself to destroy a worldshaper machine operated by the Voord (*see G19*).

For his stats, Mad Jamie's Coordination, Strength, Athletics and Fighting are all reduced to 2, and his Keen Senses, Wanted and Weakness Traits are replaced with Eccentric (Minor).

JAMIE MCCRIMMON

AWARENESS	3	PRESENCE	4
COORDINATION	3	RESOLVE	4
INGENUITY	3	STRENGTH	4

SKILLS
Athletics 3, Convince 2, Craft (Bagpipes) 2, Fighting 4, Knowledge 2, Marksman 3 (AoE: Knife-Throwing), Medicine 1, Science 1, Subterfuge 3, Survival 3, Transport 1

TRAITS
Adversary (Major) – The English
Brave
Code of Conduct (Minor) – Honourable and protective of his friends
Experienced
Face in the Crowd
Impulsive
Keen Senses (Major)
Technically Inept
Tough
Wanted (Major)
Weakness: Fictional (Major) – If all characters here realize, without a doubt, this character isn't real, it is either turned into a cardboard cut-out, statue, or vanishes, though they can choose to keep the construct around.

EQUIPMENT
Dirk and Claymore: Strength +2 damage

TECH LEVEL: 4
STORY POINTS: 9

JASON AND CRYSTAL (AND ZOG)

(The Ultimate Adventure, Face Value, Beyond the Ultimate Adventure)

The 6th Doctor has been known to travel with two companions whose appearance has never been definitively pinned down, and who some observers contend were companions of the 3rd Doctor, who is also variably described (see *The Third Doctor Expanded Sourcebook's 2018 Update*). Most people agree, they were prone to break out into song (*see V97* for the *Doctor Who: The Musical* sidebar). Whatever the truth, this is what is known of their travels.

In 1789, during the French Revolution, the Marquis de Saint Epiman de Sinee de la Tour was sentenced to death by guillotine, but was rescued by the Doctor and became his companion. Under the name Jason, they had several adventures, including a harrowing trip to Metebelis 3. Crucially, Jason helped the Doctor foil a Cybermen plot to kidnap a U.S. envoy, during which he met Crystal, who goes on to fall in love wth him despite initially thinking of him as a patronizing, chauvinist (if gallant) oaf. Jason was adept with a sword, and was educated in England, speaking English with a French accent.

Crystal (known as Crys off-stage) was a singer at the Number 10 nightclub in Clarendon Square, from where the U.S. envoy was to be taken. She often panicked when taken by surprise, but consistently wanted to participate in the Doctor's adventures. When officially invited to join the crew, she accepted and had several more adventures with the Doctor. On that first fateful trip, they met Zog, a slave of Madame Delilah's Bar Galactica (*see L10*) on Altair Three who claimed to be from Deneb IV. Crystal and Zog became friends and the travellers took Zog with them when they fled the bar. They would go on to confront the Dalek Emperor, undermine his alliance with the Cybermen, and return to Earth to stop the Dalek-Cybermen plot for good.

The quartet later visited Leisureworld on the living planet Krennos, where they uncovered a plot by the Chameleons. Zog would leave soon after under untold circumstances (see below). Unlike the team's human companions, he was consistently described as a diminutive, gray, hairy creature with a ring of white fur around his naked face. His clawed hands and white feet were equally naked. In the middle of his forehead protruded a short horn. He had pointed elephantine ears, big blue eyes, and a toothy mouth. Aboard the TARDIS, only the Doctor understands his cooing language.

Some time after this, the Doctor and these companions went to Madame Delilah's funeral where they ran into more trouble, via a secret treasure on Ultima Thule and an illusion-projecting Eidolon from another dimension.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Zog was secretly an Aldeberian tyrant planning to enslave the universe by using the Doctor's time machine, his disarming cowardice a mere act. Whether he turned his ambition into reality, or even how he left the TARDIS crew, has yet to be revealed.

JASON

AWARENESS	2	PRESENCE	3
COORDINATION	4	RESOLVE	2
INGENUITY	2	STRENGTH	3

SKILLS
Athletics 2, Convince 2, Craft (Singing) 2, Fighting 3 (AoE: Swords), Knowledge 1, Subterfuge 2, Survival 2

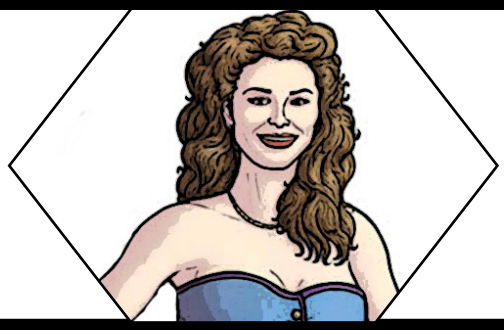
TRAITS
Attractive
Inspiring Love – Crystal
Noble
Quick Reflexes
Wanted – In Revolutionary France

EQUIPMENT
Sword: +2 Strength bonus

TECH LEVEL: 4

STORY POINTS: 12

CRYSTAL



AWARENESS	2	PRESENCE	4
COORDINATION	2	RESOLVE	3
INGENUITY	2	STRENGTH	2

SKILLS
Athletics 1, Convince 3, Craft (Singing) 3, Subterfuge 2

TRAITS
Argumentative
Attractive
Brave
Impulsive
Screamer!
Special – Crystal has dreams of other versions of her adventures with the Doctor, which may mean she has some form of Feel the Turn of the Universe
Stubborn
Unlucky

TECH LEVEL: 5

STORY POINTS: 12

ZOG

AWARENESS	2	PRESENCE	2
COORDINATION	2	RESOLVE	3
INGENUITY	4	STRENGTH	2

SKILLS
Convince 3, Knowledge 3, Subterfuge 3, Survival 2, Technology 3

TRAITS
Alien
Alien Appearance
Charming – Zog's disarming appearance has its own charm
Dark Secret (Major) – Not who he claims he is
Technically Adept
Uncommunicative – Zog's language is not understood by those who do not know it, and appears not to be translated by the TARDIS)

EQUIPMENT
Cleaning cloth (somewhere under his fur)

TECH LEVEL: 6
STORY POINTS: 12

CRYSTAL'S SONG

I don't know why I feel so good, your smile has set me free. I didn't think life ever could bring happiness to me. If I should say I love you, it might be just because I feel this way. Sky high, I wonder why I feel so good, it can't be real, but why should I fly, it's only when I know, in time our love will grow sky high. You taught me such a lot... How to live my life again... If ever we were parted, then please remember... When you said you thought you loved me, it may have been because you felt this way. Sky high...

LIEUTENANT WILL HOFFMAN *(1st in The Terror of the Darkness)*

Lieutenant Will Hoffman isn't what you might call a family man. In fact, the thought of a dull suburban life with a wife, kids and mortgage fills him with dread, and it's for this reason he joined the army in the first place. Will wanted to see the world and escape from his overbearing family. Since then, he has served two tours in Rwanda, one in Chechnya and a posting in Beirut. But along the way, he has picked up a reputation for being cocky and uncontrollable, not good for a career soldier. As a result, Will has found himself being transferred to UNIT, often the dumping ground for those soldiers who show a bit of character and whom the regular army can't be bothered to deal with.

Hoff's first assignment is as driver for Colonel Emily Chaudhry (*see A3*), UNIT's political liaison officer and head of public relations. Chaudhry's initial impression of him isn't good (and in return, Hoff secretly thinks of Emily as "Colonel Coldheart"). Perhaps soured by Will's reputation, she already thinks he's a terrible soldier, impulsive and reckless and not afraid of showing his superior officer a bit of cheek. But the Doctor advised her that this sounds like the perfect recipe for a UNIT soldier! His advice was quickly borne out as Emily realised that Will can come through in a crisis and cope with whatever is thrown at him. In UNIT, those are essential characteristics.

Will is good looking. Originally hailing from near York, he has retained a Northern accent which has been softened by exposure to London. Hoff both smokes and enjoys a drink. He is also a serial dater who has never reached a second date. Will doesn't believe in coincidences and will often look for an underlying reason behind them. In times of stress, he will whip out his harmonica and play a tune to keep people's minds off things.

On his first day with UNIT, Hoff and Chaudhry encountered the Doctor. After helping him defeat an alien entity which was causing normally placid people to commit acts of violence, the two UNIT officers were offered a lift back to HQ in the TARDIS. Emily accepted and Will followed suit, but there were a few detours (and adventures) along the way. By the time that they finally returned home, Chaudhry was sufficiently impressed with Hoff that she asked her commanding officer to appoint him as her second.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Lieutenant Hoffman subsequently served bravely under Colonel Chaudhry, but he was killed during an attempted coup of the British government by the Internal Counter-Intelligence Service (ICIS), an ultra-nationalist intelligence organisation with ties to the Forge (*see V32*), which had been intended to replace UNIT in the UK.

LIEUTENANT HOFFMAN

AWARENESS	4	PRESENCE	3
COORDINATION	4	RESOLVE	4
INGENUITY	3	STRENGTH	3

SKILLS
Athletics 3, Convince 1, Craft (Harmonica) 2, Fighting 4, Marksman 4, Medicine 1, Survival 3, Technology 2, Transport 3

TRAITS
Attractive
Brave
Experienced x2
Five Rounds Rapid
Friends (Major) – UNIT
Impulsive
Military Rank (Major) - Lieutenant
Obligation (Major) – UNIT
Quick Reflexes

EQUIPMENT
Pistol: 5(2/5/7) damage
Harmonica

TECH LEVEL: 5

STORY POINTS: 6

MATHEW SHARPE *(The Lure of the Nomad)*

Mathew Sharpe ("Mathew with one T, Sharpe with an E") is a space pilot from the year 2715. Mathew had been delivering medical supplies to the Ormelian authorities for use in the fight against Parahelial Fever, and had flown into an electromagnetic whirlwind. He was fortunate enough to be rescued by the Doctor just as his ship was being torn apart.

The Doctor offered Mathew one trip in the TARDIS before returning him home. But as always with the Doctor, things turned out to be a little more complicated. First an adventure with the Quarks, then the Myrmidons, then a Chronosaurus and Samuel Pepys, and so it goes. By now, Mathew has lost track of quite how many adventures he has had with the Doctor.

Mathew is a personable young man, friendly without being pushy. He sometimes gets a little frustrated when he is reduced to the role of asking the Doctor questions, but he is enjoying the experience nevertheless. However, the Doctor's attempts to educate him on some of the humour of his 20th Century ancestors do not seem to be working, and *Monty Python's Flying Circus* merely confuses Mathew. Of all the companions the Doctor has watched the Dead Parrot Sketch with, Mathew is the only one who worries about what the parrot died of. Apparently, some humour does not transcend the centuries after all!

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Mathew Sharpe ("Mathew with one T, Sharpe with an E") is a creature from the next universe, or one of the possible next universes at least. He is a member of the Myriad Army. In a sense, he is the Myriad Army, every single soldier. Every lifeform in Mathew's universe is part of a collective consciousness, so the Myriad is the universe itself.

The Myriad have been sending millions of artefacts back into our universe using quantum resonance techniques. Myriad emit a low level of mesotronic radiation. Any lifeform from our universe which touches one of the Myriad artefacts is killed by a surge of mesotronic energy and their consciousness is replaced with that of a Myriad.

Mathew's mission is to retrieve another member of the Myriad who is trapped in a time bubble, which is why he needs the Doctor's help. The Myriad consider our universe to be inefficient and are planning to destroy it. But they need every last member of their army in order to achieve a critical mass of mesotronic radiation and trigger an explosion powerful enough to destroy this universe prematurely and usher in their own. Rescuing the trapped Myriad is therefore a priority mission. Once that has been achieved, Mathew will reveal his true colours to the Doctor. Until then though, he is a normal, loyal companion, prone to wandering off and finding trouble. As the Myriad, Mathew is extremely long-lived and virtually indestructible.

MATHEW SHARPE

AWARENESS	4	PRESENCE	3
COORDINATION	3	RESOLVE	5
INGENUITY	3	STRENGTH	3

SKILLS
Athletics 2, Convince 1, Fighting 2, Knowledge 2, Marksman 3, Science 4, Subterfuge 4, Survival 2, Technology 4, Transport 2

TRAITS
Alien
Dark Secret (Major)
Distinctive (to radiation detectors)
Immunity – Virtually indestructible
Networked (Major) – The Myriad
Vortex

EQUIPMENT
Remote Hacker [Traits: Control (Minor). Story Points: 1.]

TECH LEVEL: 8

STORY POINTS: 6

While travelling with the Doctor, Mathew has been carrying a hand-held device he claims is a scanner. In fact, it is a clever little gadget that enables him to reprogram computer systems, block comms and otherwise interfere with electronic devices remotely.

MELAPHYRE, THE TECHNOMANCER *(Millennial Rites)*

When the Millennium Codex was activated on December 31st 1999, a triangular section of London about a mile along each side was transformed into the Great Kingdom (*see L44*) and sealed behind an impenetrable forcefield. The physical laws within that triangle were altered to those of the universe to come after ours, becoming subject to quantum mnemonics, a science akin to magic. Geography and history within the triangle were altered, and the people were transformed to match. Among them, Melanie Bush became Melaphyre, the Technomancer who rules over one third of the Great Kingdom.

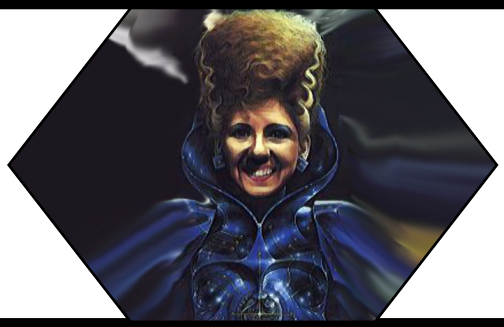
Like her mother Hypatia, Melaphyre wears the blue-black armour that signifies her position and which expands to cover her at a mental command. Over a form-fitting blue fabric undergarment that covers arms, legs and body and reaches up to just under her chin, the armour is carved and contoured in an unbreakable material, reinforced by mystic wards, that is patterned in thin lines of gold and silver, and fans up and out behind her head in a high collar. But unlike her mother, Melaphyre is petite, with a mouth that easily forms a toothy smile, and red hair piled up above her head. Gold and silver streaks creep up from her temples, adding a dignity that befits her position and belies her youth.

As the Technomancer, the Majestrix Melaphyre rules from the Ziggurat of Sciosophy. Unlike the Mel that she once was, Melaphyre has an imperious personality and is used to giving commands and being obeyed. The Technomancer is a skilled manipulator of quantum mnemonics, which provides her with powers akin to both psionics and sorcery. She is assisted by her two principle courtiers, Chancellor Louella and Bartholemew, the latter being a unique mix of court jester and major domo.

While Melaphyre's rivals, the Archimage and the Hierophant (*see A19*), are served by their own creatures in the forms of the auriks and the thaumaturgs, the Technomancer's subjects are the cybrids. Like the auriks and the thaumaturgs, the cybrids are Londoners who were caught within the boundary of the Great Kingdom when the Millennium Codex transformed everything within. Cybrids are distorted, distended creatures with blue-black skin inlaid with a silver and gold pattern. Their long sinewy arms end with sharp talons, and they have slanted, yellow eyes and drooling mouths filled with fangs. The cybrids had originally been created in the real London by Ashley Chapel (*see V7*), using the alien knowledge of Saraquazel (*see V102*).

In the revised history within the Great Kingdom, Melaphyre has been Technomancer for three years, and her reign has been a prosperous and peaceful one so far. But the rumoured return of the Dark One… He Whose Name Shall Not Be Mentioned… the Valeyard… threatens to bring a bitter and violent end to the Great Kingdom itself.

THE TECHNOMANCER



AWARENESS	4	PRESENCE	4
COORDINATION	4	RESOLVE	5
INGENUITY	5	STRENGTH	3

SKILLS
Athletics 4, Convince 3, Craft 1, Fighting 3, Marksman 3, Science 2, Survival 2, Technology 5

TRAITS
Authority (Major) – The Technomancer
Brave
Distinctive
Indomitable
Photographic Memory
Psychic
Quick Reflexes
Special – Quantum Mnemonics: operates in a similar manner as the Magic Adept trait (see *The First Doctor Expanded Universe Sourcebook*)
Technically Adept
Telekinesis
Telepathy
Voice of Authority

EQUIPMENT
Technomancer's Armour (10 points of damage reduction)

TECH LEVEL: 5

STORY POINTS: 8

MILA *(1st in Patient Zero)*

The origins of the person known as Mila are something of a mystery, even to herself. What is known is that she was a human from some point in Earth's future who had been taken prisoner by the Daleks and used as a test subject for their attempts to create a virus capable of mutating humans into Dalek creatures. She was one of perhaps hundreds of humans used in these experiments, but was the only one to survive them. Instead of changing her into a Dalek, the effect of the experimental virus on Mila was to make her invisible and intangible, able to observe the world around her but unable to interact with it. The experience has also removed all of the memories of her life before her capture by the Daleks. Seeking to escape her tormentors, Mila used her new state of being to hide on a Dalek time-ship... and in so doing first encountered the 1st Doctor when the Daleks caught up with him on the planet Mechanus. Seizing her opportunity, Mila slipped inside the TARDIS and remained there undetected in her ethereal form for countless years, looking for a chance to return to normal. During that time, she witnessed the Doctor's travels through several of his incarnations and fell in love with him.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

When the 6th Doctor rescued Charley Pollard (*see A2*) from a desert island in the year 500,002, Mila realised that the TARDIS was not extending her full protection to this new companion, perhaps because it sensed that Charley was a time anomaly. So, shortly afterwards, Mila began to use another aspect of her viral mutation, infecting Charley with the virus and establishing a symbiotic relationship with her. Charley began to phase in and out of our reality, becoming as insubstantial as Mila. Despite the Doctor's best efforts – including decades of research while Charley was comatose in the TARDIS Zero Room – he was unable to come up with a cure. When Charley eventually revived, Mila was able to complete the transformation, making her victim fully invisible and intangible, while Mila herself regained corporeal form as a perfect copy of Charley. Mila convinced the Doctor that she was indeed the real Charley Pollard and the pair departed from the Amethyst Viral Containment Station (*see L6*), leaving the ghostly Charley behind to be captured by the Viyrans (*see V131*).

Mila subsequently travelled with the 6th Doctor for a very long time (with most of their stories having not yet been told). She is very protective of the Doctor and more particularly of her position as his companion, taking whatever action she needs to dissuade others from joining them. Despite her selfish nature, Mila ultimately sacrifices her life to save the Earth.

The stats provided are for Mila in her guise as Charley Pollard. So far as the 6th Doctor is concerned, she is the real Charley and he has no suspicion that she may be somebody else. Having regained human form, Mila has lost her viral infection and the abilities that came with it.

MILA

AWARENESS	4	PRESENCE	4
COORDINATION	3	RESOLVE	5
INGENUITY	3	STRENGTH	3

SKILLS
Athletics 2, Convince 3 (AoE: Deception), Fighting 2, Knowledge 1, Medicine 2, Science 2, Subterfuge 4, Survival 2, Technology 2, Transport 1

TRAITS
Amnesia (Minor)
Attractive
Brave
Charming
Dark Secret (Major) – Has stolen Charley Pollard's appearance and identity
Obsession (Major) – Continue travelling with the Doctor
Run for Your Life!
Selfish

TECH LEVEL: 6

STORY POINTS: 12

In her former, incorporeal form, before she stole Charley's appearance and identity, Mila had the following additional traits: Immaterial, Immortal (Major), Infection and Invisible (Special Bad). Mila's Infection was also lethal to Daleks, causing them 2(1/2/3) points of damage per Round after exposure (and ignoring their Armour and Forcefield).

VICTORIA WATERFIELD *(Power Play)*

By the early 21st Century, Victoria Waterfield has pulled her life back together and in a different direction. Now in her sixties, Victoria is a far cry from the meek and timid teenager who travelled with the 2nd Doctor and Jamie, and she is no longer the confused but well-meaning woman who founded the New World University (see *The Second Doctor Expanded Universe Sourcebook*).

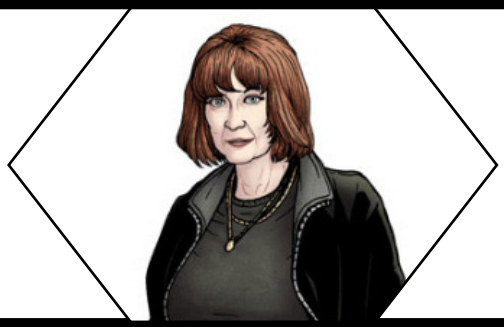
Still trying to find a purpose for her life, Victoria has become concerned that mankind has the power to destroy its own planet, and has joined a group of anti-nuclear energy protestors. One power station in England is of particular concern to the group. Director Dysart and his assistant Dominic (*see V21*) have implemented the use of a new transuranic element to boost the power output (though Dominic claims that it is just enriched Uranium-235). But this has resulted in the production of a disproportionate amount of nuclear waste. Truckloads are sent for reprocessing every day, but nobody seems to know where they end up. Victoria and her fellow protestors fear that somewhere there is an ever-growing stockpile of nuclear waste.

When the 6th Doctor and Peri met Victoria, she was part of a protest camp outside the perimeter fence of the power station. Victoria's life as the Doctor's travelling companion is more than forty years in her past, but she was still excited to see the TARDIS nearby – though she quickly dismissed it as nothing more than a disused police box that had been abandoned to the elements. When she met the Doctor, she found it difficult to believe that this larger-than-life and colourfully dressed character was truly who he claimed to be. Her memories may have faded after four decades, but surely not by that much! It was only after she had sensed the kindness, compassion , wisdom and great knowledge within him that she began to be swayed.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

During the Doctor's investigation of the power station, Victoria was captured by two intergalactic police officers from a reptilian race known as the Pleyarec (*see V85*). They were hunting the Doctor for his crimes as "the Destroyer of Worlds" and planned to take him dead or alive. The Pleyarec commander had a microcircuit implanted into Victoria's cerebral cortex which enabled him to control her actions and send her commands and instructions. Although the Doctor was able to restore Victoria's personality before she carried out her orders to kill him, he was unable to remove the microcircuit. The device will probably remain dormant within her brain for the rest of her life, though Victoria was able to temporarily activate it by sheer force of will in order to send a message to a friendly Pleyarec. It may be possible for her to repeat this act in an emergency, but it requires a Presence + Resolve roll at a suitably high Difficulty level (at least 15) and the expenditure of a Story Point.

VICTORIA WATERFIELD



AWARENESS	3	PRESENCE	4
COORDINATION	3	RESOLVE	4
INGENUITY	3	STRENGTH	2

SKILLS
Athletics 1, Convince 3, Craft (Art, Graphology) 3, Fighting 1, Knowledge 3, Marksman 2, Medicine 1, Science 3, Subterfuge 3, Survival 1, Technology 3, Transport 1

TRAITS
Brave
Charming
Code of Conduct
Empathic
Time Traveller – Familiar with Tech Level 5
Unadventurous
Wealthy (Major) – Stinking Rich

EQUIPMENT
Microcircuit (see text)

TECH LEVEL: 4

STORY POINTS: 12

After their adventure together, the Doctor offered Victoria another chance to travel in the TARDIS. Although she is now a lot braver than she was as a teenager, Victoria turned him down, as she has plenty of battles to fight on Earth!

WILLIAM *(1st in Gone Fishing)*

For somebody whose surname we don't even know, William's life has had a remarkably significant impact on several incarnations of the Doctor. William hails from England in 2006, where he still lived with his Mum. He is a fairly nondescript character, initially quite reserved but gradually becoming more confident as he travelled with the Doctor. He always intended to return home on the same day that he left, and over time he grew a little resentful of the Doctor's apparent inability to get him back to England on the correct date.

From William's perspective, it all started when he decided to take up fishing as a hobby. At the fishing shop, he met the 6th Doctor who enthusiastically insisted on teaching him all about it. Before he knew it, William found himself on what at first appeared to be an alien planet, but turned out to be Earth in the far future, after which he accepted the Doctor's offer to carry on travelling in the TARDIS (so long as he could return home in time for tea!).

During his time in the TARDIS, William found a recording of a piece of music. Having some musical talent, he wrote his own piece using the recording as inspiration. What William didn't know was that the music he had found was capable of manipulating time, with effects ranging from freezing time to opening temporal rifts. At various points in their travels, William inadvertently hummed his tune, leaving it behind in the memories of those who heard it, sometimes with disastrous consequences.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Eventually, the TARDIS took the Doctor and William to the 1950s and the Democratic Republic, a country behind the Iron Curtain. William became a member of a counter-revolutionary group, adopting the code name Isaac. He was separated from the Doctor during the counter-revolutionaries' attempted coup and was left behind when the TARDIS departed, with the Doctor believing that he had been executed.

A few years later, "Isaac" was still living in the Democratic Republic, having become an orchestra leader, when he met the 5th Doctor. The Doctor realised the power in Isaac's music and tried to remove the memory of it from Isaac's mind, but only partially succeeded. Twenty years on, Sarah Jane Smith (accompanied by the 3rd Doctor) interviewed Isaac, who was seeking asylum in Britain. The Doctor didn't want to learn too much about his own future, but asked the Brigadier to help. Shortly after, Isaac was found dead and was presumed to have committed suicide. Finally, the 8th Doctor scattered William's ashes from the prow of a Viking longboat off the coast of Greenland in 1000 AD.

William's status as a companion has subsequently been cancelled out. A Time Lord calling herself Flora Millrace tried to prevent William's music from damaging the universe and created two grey entities to kill all those who had heard it, including William himself. When they attacked the 8th Doctor, he managed to destroy them and proposed an alternative solution. Flora then went back in time and took William's place on the fishing trip with the 6th Doctor. In the new timeline, William remained on Earth and became a talented composer under his own name.

WILLIAM

AWARENESS	4	PRESENCE	2
COORDINATION	3	RESOLVE	3
INGENUITY	3	STRENGTH	3

SKILLS
Athletics 2, Convince 2, Craft (Music) 4, Fighting 1, Marksman 2, Subterfuge 3, Survival 2, Technology 2, Transport 2

TRAITS
Face in the Crowd
Inexperienced
Unadventurous (Minor)

TECH LEVEL: 5

STORY POINTS: 15

ALLIES

ANASTASIA, THE HIEROPHANT *(Millennial Rites)*

After the incident with the Yeti in the London Underground (see *The Web of Fear*), Anne Travers worked for the British Army developing weapons to use against the Great Intelligence should it return to threaten the Earth again. She spent some time in what would become the UNIT Vault in Northumberland (see *The Third Doctor Expanded Universe Sourcebook*) and was recruited into the Home-Army Fifth Operational Corps (HAVOC), a forerunner of UNIT. Years later, Anne helped establish the scientific arm of the US branch of UNIT. In 1981, she was appointed as scientific advisor to the Cabinet Office of the British Government, and by 1999 Dame Anne Travers OBE is the most senior civil servant in the United Kingdom.

Throughout her life, Anne has been obsessed with the thought that the Great Intelligence is still out there somewhere. When Anne began investigating businessman and philanthropist Ashley Chapel (*see V7*), she became convinced that he was planning to bring the Intelligence back again. Learning of the Millennium Codex, a highly advanced software program developed by Chapel using the alien technology of quantum mnemonics, she tried to dispel the Intelligence on New Year's Eve 1999 with a fragment of a counter-mnemonic. This clashed with Chapel's activation of the Codex itself, resulting in the laws of physics being rewritten in a triangular section of London about a mile on each side, and the creation of the Great Kingdom (*see L44*) within it.

Anne Travers has been transformed into Anastasia, the Hierophant of Thaumaturgy, one of the three rulers of the Great Kingdom, and rival of the Technomancer of Sciosophy (*see A15*) and the Archimage of Abraxas. Like them, she is a master of quantum mnemonics, giving her powers similar to magic. The Hierophant's domain is the subterranean Labyrinth of Thaumaturgy, which had been the secret Library of St John the Beheaded in the real London. In the history of the Great Kingdom, age has not treated Anastasia kindly. It has not given her dignity, only hardness, emphasized by her severely back-combed grey hair. All the warmth and love that she possessed in her youth is gone, spent on her ungrateful children, leaving only bitterness and regrets. And her Labyrinth, home to all the great tomes and records of the Kingdom, and which she seldom leaves.

Like the Technomancer and the Archimage, Anastasia is served by her own creatures, in her case the thaumaturgs. Thaumaturgs are thin to the point of emaciation, but that is their natural state. They are tall, at least seven feet in height, with grey skin, silver hair swept back in ponytails often long enough to reach the floor, and silver-grey bulbous eyes suited to a nocturnal creature. Thaumaturgs are restless things, their eyes constantly darting and their limbs perpetually twitching in an unsettling manner. They are creatures of the underground darkness, unused to venturing outside the Labyrinth. When they have to go out on missions for their mistress, they cover themselves in all-concealing robes.

ANASTASIA, THE HIEROPHANT

AWARENESS	3	PRESENCE	3
COORDINATION	2	RESOLVE	5
INGENUITY	4	STRENGTH	2

SKILLS
Craft 3, Knowledge 4, Science 4, Subterfuge 2, Survival 1, Technology 4

TRAITS
Authority (Major) – The Hierophant
Boffin
Brave
Distinctive
Indomitable
Psychic
Special – Quantum Mnemonics: operates in a similar manner as the Magic Adept trait (see *The First Doctor Expanded Universe Sourcebook*)
Technically Adept
Telekinesis
Telepathy

TECH LEVEL: 5

STORY POINTS: 8

THAUMATURG

Attributes: Awareness 4, Coordination 3, Ingenuity 2, Presence 2, Resolve 2, Strength 3
Skills: Fighting 1, Knowledge 4, Subterfuge 3, Technology 1
Traits: Alien Appearance, Alien Senses (Dark vision), Enslaved
Tech Level: 5
Story Points: 1-3

ARCHIVIST HEGELIA *(Killing Ground)*

In the far future, the Arc University is one of the pre-eminent seats of learning. The ArcHivists who study at the Arc Hives of the University are renowned for their accomplishments in all disciplines, and the most respected of all is ArcHivist Hegelia. Hegelia has devoted her life to the study of the Cybermen and is the foremost authority on these long-vanished monsters.

At the time of Hegelia's journey back to the 22nd Century to study the Cybermen on the planet Agora (*see L4*), she is already more than ninety years old, but she is still fit and healthy. Hegelia is tall, with a face that is hard, severe and alert. Her cheekbones are high and prominent, her unblemished skin stretched tight across them. Green fire lights Hegelia's eyes and her customary glare has an edge of disdain about it. Hegelia has a regal bearing and typically dresses in flowing robes, with a silver headband supporting her bouffant of dyed red hair.

The ArcHivists use time travel for their field research, but in order to protect the Web of Time, there are strict rules about its use. ArcHivists may not travel back to a place and time that they have studied, in case their knowledge changes established history. They are, however, permitted to travel to within a decade or two after the period of their studies, to gather archaeological and anecdotal evidence of the still recent events without affecting an important temporal nexus. Hegelia's expedition is supposed to be to the year 2210, almost two decades after the Cybermen's occupation of Agora ended. However, such is her fascination in the Cybermen and her zeal to learn even more about them that she has secretly programmed her time ship to arrive in 2191, at the very end of the occupation. Hegelia hopes to encounter the Cybermen at this critical time, when they have recently lost the Vogan War, and discover a new piece in the jigsaw of Cyber-history.

Hegelia's obsession with the Cybermen goes beyond mere academic interest. She regards them as magnificent creatures worthy of admiration rather than fear. Nevertheless, like all ArcHivists, Hegelia will not deliberately act to change history, and when she encounters the Doctor on Agora (a figure of legend whom she considers to be disappointing in person), she declines to assist him. But neither will she oppose him. Hegelia is prepared to make the ultimate sacrifice in her quest for new knowledge: she will willingly submit herself for Cyber-conversion, hoping to be able to record her thoughts on the experience before her brain is wiped of emotion.

Hegelia's time ship is typical of those of the Arc Hives, resembling nothing more than a giant insect. Black eye windows reflect the glare of the sun and a semi-organic membrane ripples in the breeze. There is seating in the cockpit for a complement of four, each couch constantly remoulding its contours for maximum comfort. After landing, the ship is programmed to slip into interstitial time as an elementary precaution insisted upon by the Custodians of the Arc Hives to prevent it falling into the wrong hands. The ship is capable of travel in real space as well as through the Vortex.

HEGELIA

AWARENESS	3	PRESENCE	5
COORDINATION	3	RESOLVE	6
INGENUITY	5	STRENGTH	1

SKILLS
Convince 4, Knowledge 6 (AoE: Cyber-history), Medicine 1, Science 1, Subterfuge 2, Survival 1, Technology 3, Transport 4

TRAITS
Code of Conduct (Major) – The ArcHivists' rules regarding time travel
Distinctive
Insatiable Curiosity
Obsession (Major) – The Cybermen
Vortex

EQUIPMENT
Arc Hive time ship
Hand-held micro-recorder (dictation device)

TECH LEVEL: 9

STORY POINTS: 12

ARC HIVE TIME SHIP
Armour: 4 **Hit Capacity:** 8 **Speed:** 8*
Traits: Traits: Scan, Transmit, Travel, Vortex
Story Points: 11

* Add the Pilot's Coordination to this score, then multiply the total by 100 to determine Speed in space.

BANTO ZAME & SALLY-ANNE STUBBINS *(The One Doctor)*

At the Vulgar End of Time, a period in the far future where everything has been done, discovered, bought, sold and cheapened, even the Time Lords are no more than a half-remembered myth. But the reputation of the Doctor as a champion of justice and saviour of worlds remains intact. Well, almost.

Banto Zame is a con man from the Vulgar End of Time who has plied his trade throughout the West Galaxy for twenty-five years. Aided by his attractive assistant, Sally-Anne Stubbins, Banto employs special effects trickery to make planets think they are under threat from an alien invasion. He then arrives in his "STARDIS" and, in the guise of the legendary Doctor, "rescues" them from this non-existent menace. Most planetary governments are so grateful to Banto that they offer him a hefty reward – particularly when prompted by Banto himself. In fact, he is now so wealthy that he is thinking of buying one of the moons of Plenagon.

Banto Zame was originally from the planet Osphogus, which he describes as a mud-ball of a world. He is a larger than life character, sort of like a knock-off version of the 6th Doctor. In appearance, Banto is a middle-aged man with mutton-chop sideburns, usually dressed in a vaguely Victorian outfit to give himself a Doctoresque air. He often wields his psychic screwdriver, a pen-like device which can be used to open electronic locks. Unknown to his clientele, the screwdriver is primarily a holographic projector which Banto deploys in his scams, projecting images of invading aliens and other threats. Although full of bluster and bravado on the surface, Banto is actually not very brave underneath.

Banto and Sally-Anne travel around the Vulgar End of Time in the STARDIS, a blue cabinet which Banto believes resembles a police box (as he's seen policemen hanging around them in old holo-records). But something has been mistranslated over the millennia, and the STARDIS looks like nothing more impressive than a blue portaloo. To make things worse, on take-off and landing it even emits the sounds of a lavatory flushing! It naturally follows that the STARDIS isn't a time-space machine but a humble short-range teleport capsule, no bigger on the inside than it is on the outside. Banto and Sally-Anne use it merely to teleport to and from wherever they have left their spaceship. So far as can be ascertained, the word "STARDIS" isn't an acronym and is just a corruption of "TARDIS" without any meaning of its own.

Sally-Anne Stubbins is Banto-Zame's partner-in-crime, posing as the companion to Banto's Doctor in their schemes to fleece unsuspecting planets of their wealth. She is an attractive blonde girl in her 20s who has been led astray by Banto. Although she speaks with a strong London accent, Sally-Anne is also from the Vulgar End of Time. She has had more than her fair share of misfortune: her father ran out on the family when Sally-Anne was only six and her mother hit the bottle as a result; her brother was killed by a speeding hovercar; and her Auntie Sue was eaten by a Spaag from Vishtek Three. Sally-Anne is not particularly bright, but she can sometimes stumble across the solution to a problem by accident (and with the expenditure of a Story Point or two).

BANTO ZAME

AWARENESS	3	PRESENCE	5
COORDINATION	2	RESOLVE	3
INGENUITY	3	STRENGTH	3

SKILLS
Convince 4 (AoE: Con/Bluff), Craft (Holograms) 2, Fighting 1, Knowledge 3, Marksman 1, Science 1, Subterfuge 3, Technology 2, Transport 3

TRAITS
Charming
Cowardly
Distinctive
Loud
Owed Favour (Major) – Banto is usually owed a favour for "saving" one planet or another
Selfish
Vortex
Wealthy (Major)

EQUIPMENT
Psychic Screwdriver [Traits: Open/Close; Transmit (holograms). 2 Story Points.]
STARDIS [Traits: Teleport, Scan (audio-visual scanner), Transmit (comms). 4 Story Points.]

TECH LEVEL: 8

STORY POINTS: 6

The Doctor and Mel ran into Banto and Sally-Anne on the planet Generios One (*see L40*), just after the con artists had "foiled" an attack by the Skelloids (actually no more than holographic projections engineered by Banto with his psychic screwdriver). When the planet came under attack from a real threat, the pair were reluctantly forced to assist the genuine heroes.

Banto has asked Sally-Anne to marry him. Despite this, Sally-Anne quickly developed a crush on the Doctor and constantly vies with Mel for his attentions. However, when she discovered that Banto already has a wife, and that marriage was just another in a long line of promises that he has failed to deliver on, she was justifiably outraged!

Banto and the 6th Doctor are a classic clash of personalities and are seldom together for more than a few seconds before bickering and squabbling. Despite the differences in their underlying motives, they are each too similar in character to the other, both being loud and opinionated. Add to this that Banto is immediately on the defensive whenever the genuine Doctor appears and the results are constant sniping and attempts to out-do each other.

During his brief travels with the Doctor in their quest to thwart the new threat to Generios One, Banto has gained a rudimentary knowledge of operating the real TARDIS by craftily observing the Time Lord at the controls.

Campaign Seed: The One Doctor Series
Much like one can replay the Doctor's adventures as a corrupted remix using Iris Wildthyme and her companion, a series could be based on Banto and Sally-Anne in adventures echoing the Doctor's, though necessarily playing out at the Vulgar End of Time. The fun for both GMs and players alike, is spoofing the original stories with a less than scrupulous "Doctor" in the lead.

SALLY-ANNE STUBBINS

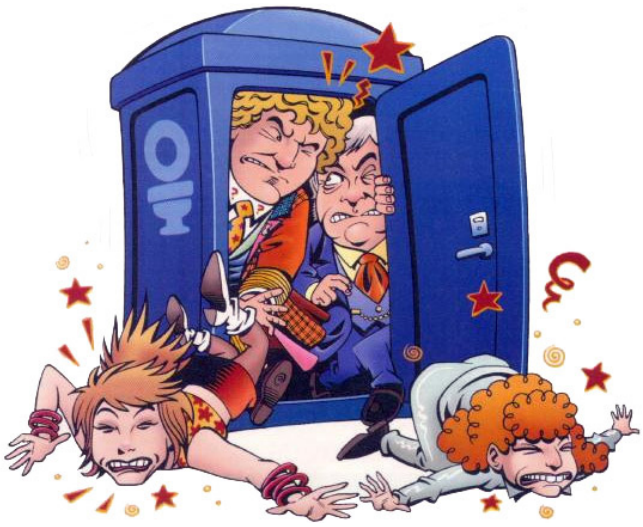
AWARENESS	3	PRESENCE	4
COORDINATION	4	RESOLVE	3
INGENUITY	2	STRENGTH	2

SKILLS
Athletics 3, Convince 4, Craft (Singing) 3, Knowledge 1, Marksman 1, Subterfuge 3, Survival 1, Transport 1

TRAITS
Attractive
Face in the Crowd
Inexperienced
Run for Your Life!
Screamer!
Unlucky

TECH LEVEL: 8

STORY POINTS: 15



THE BEATLES *(Gone Too Soon)*

Between their formation in 1960 and their break-up in 1970, the Beatles had a record seventeen number 1 singles in the UK and a record twenty number 1 hits on the *Billboard* Hot 100 chart in the US. They remain the best-selling band in history with estimated sales of over 600 million records worldwide.

Although there were a few line-up changes during their very early years in Liverpool and Hamburg, the Fab Four who made it big as the Beatles were performing together by late 1962. They hit the big time in February 1963, with *Please Please Me* reaching number 2 in the UK *Record Retailer* chart, followed by a series of number 1s. Beatlemania had begun and lasted until after the break-up of the band at the end of the decade.

The Fab Four were: John Lennon on guitar and vocals; Paul McCartney on bass guitar and vocals; George Harrison on guitar and vocals; and Ringo Starr on drums and vocals. John was witty and often made wisecracks in situations that he didn't feel comfortable in. He had the potential to be brash, bold and daring, but also became increasingly political and spiritual. Paul was ever the optimist, light-hearted and caring; these sensibilities are reflected in many of his songs. George was known as the "quiet" Beatle. He had a dry sense of humour and was very humble and spiritual. George's morals and values were very important to him. He only spoke when something needed to be said, and he was generally very witty and bright. And finally, Ringo was a goofy character who was well-liked by all the Beatles. He seldom took himself or the band very seriously, and was known to be light-hearted, funny and sweet. The other Beatles described Ringo as the heartbeat and soul of the band.

Beatlemania very nearly didn't happen, as the 5th Doctor once found himself in a timeline in which the Beatles' place in history had been taken by the Common Men (see *The Fifth Doctor Expanded Universe Sourcebook*). The 10th Doctor was a particular fan of the band, taking both Martha and Donna to their concerts at the Cavern Club. But it was left to the 6th Doctor to have the honour of actually playing with a very early line-up of the group. Brooding on his own mortality, this Doctor decided to fulfil a bucket list before his next regeneration. One item on the list resulted in him learning the guitar and playing with the Beatles at a club in Hamburg in 1961…

JOHN LENNON

AWARENESS	4	PRESENCE	5
COORDINATION	4	RESOLVE	2
INGENUITY	3	STRENGTH	3

SKILLS
Athletics 2, Convince 5, Craft 5 (Guitar and Vocals), Fighting 3, Knowledge 1, Subterfuge 2, Technology 1, Transport 1

TRAITS
Attractive
Charming
Distinctive
Eccentric (Minor) – Cynical
Fame (Major)
Impulsive
Lucky
Quick Reflexes
Wealthy (Major) – Stinking rich!

EQUIPMENT
Guitar

TECH LEVEL: 5

STORY POINTS: 9

NEW TRAIT – FAME (MINOR/MAJOR GOOD)

At the Minor level, the character is well known for a minor act and receives a +2 bonus on all social interaction rolls with those who know them. At the Major level, the character is known for something particularly noteworthy (possibly heroic). They receive the same bonus, plus all results are upgraded by 1 level of success. A Story Point may be spent to further increase this upgrade.

GREATEST HITS

Several of the authors of the Virgin and BBC novels of the 1990s and 2000s routinely named the chapters of their books after song titles. A GM could easily adopt this to come up with ideas for adventures for their campaign. The following are some adventure seeds inspired by Beatles' songs and album titles:

PAUL MCCARTNEY

AWARENESS	4	PRESENCE	5
COORDINATION	4	RESOLVE	2
INGENUITY	3	STRENGTH	3

SKILLS
Athletics 1, Convince 5, Craft 5 (Bass Guitar and Vocals), Fighting 2, Knowledge 2, Subterfuge 2, Technology 1, Transport 2

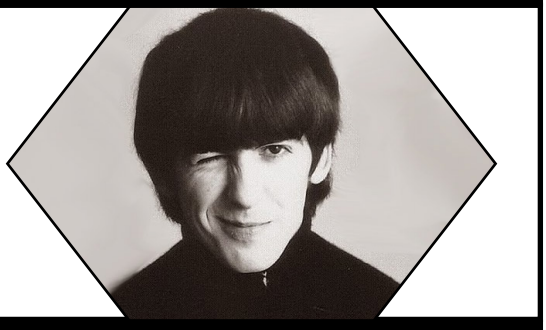
TRAITS
Attractive
Charming
Distinctive
Eccentric (Minor) – All you need is love!
Fame (Major)
Impulsive
Lucky
Quick Reflexes
Wealthy (Major) – Stinking rich!

EQUIPMENT
Bass guitar

TECH LEVEL: 5

STORY POINTS: 9

GEORGE HARRISON



AWARENESS	4	PRESENCE	5
COORDINATION	4	RESOLVE	2
INGENUITY	3	STRENGTH	3

SKILLS
Athletics 1, Convince 5, Craft 5 (Guitar and Vocals), Fighting 2, Knowledge 3, Subterfuge 2, Technology 1, Transport 1

TRAITS
Attractive
Charming
Distinctive
Eccentric (Minor) – Quiet
Fame (Major)
Impulsive
Lucky
Quick Reflexes
Wealthy (Major) – Stinking rich!

EQUIPMENT
Guitar

TECH LEVEL: 5

STORY POINTS: 9

Adventure Seed: Yellow Submarine
This title obviously screams out for an underwater adventure. On Earth, that might mean an encounter with the Sea Devils, but how about looking further afield and the exploration of a water world? The TARDIS brings the time travellers to Jupiter's moon, Europa, in the early 22nd Century. Materialising aboard a manned submersible exploring the oceans beneath the icy crust, the vessel's crew has detected a regular signal broadcast from within an area of hydrothermal vents. There is something alive in this inhospitable environment, something that has been sealed away for thousands, if not millions, of years. As the submarine approaches, ancient systems begin to power up and an alien force that has been waiting in hibernation stirs. Is this alien a native of the solar system or from further afield? And more importantly is it malevolent or benign?

RINGO STARR

AWARENESS	4	PRESENCE	5
COORDINATION	4	RESOLVE	2
INGENUITY	3	STRENGTH	3

SKILLS
Athletics 2, Convince 5, Craft 5 (Drums and Vocals), Fighting 2, Subterfuge 1, Technology 1, Transport 1

TRAITS
Charming
Distinctive
Eccentric (Minor) – Goofy
Fame (Major)
Impulsive
Lucky
Quick Reflexes
Wealthy (Major) – Stinking rich!

EQUIPMENT
Drum sticks

TECH LEVEL: 5

STORY POINTS: 12

Adventure Seed: Back in the USSR
Soviet Russia during the 1960s and the height of the Cold War. The TARDIS is drawn off course by disruption to the Vortex that can only have been caused by primitive time experiments. The characters must avoid arrest and summary execution by the Soviet authorities as they investigate what is going on at a remote and highly secure military base. Is the experimental time machine the result of Soviet-era research, or is there an outside agent at work here? And when they discover a time corridor to 1991, the characters must work fast to prevent the Soviet forces from ensuring the survival of the USSR into the 21st Century and causing irreparable damage to the future of Earth!

Adventure Seed: Nowhere Man
A series of unexplained disappearances have occurred in present-day London. The victims come from all walks of life and the only connection between them is that they all attended a performance of a new composition by avant-garde musician Sebastian Krail. The leitmotiv woven throughout Krail's electronic music opened a gateway to another dimension and something totally inimical to our universe has stepped through: The Nowhere Man. This silhouette figure has a link to all those who have heard Krail's composition and is a force for death and destruction, wanting only to sate its own incomprehensible desires. But how can our heroes stop something that can disappear into a piece of music?

Adventure Seed: I Am the Walrus
In a city on an artificial satellite in the far future, a centre for commerce and a multicultural melting pot, all business transactions are controlled by a mysterious figure known only as the Walrus. Nobody admits to meeting with the Walrus and anyone who tries to set themselves up in competition or avoid the punitive taxes soon comes to a sticky end. When the time travellers arrive on this sleazy world, the TARDIS is quickly impounded for illegal parking. But even if they offer to pay the exorbitant fine, it emerges that the ship has vanished from the police pound. It seems that the Walrus has taken a fancy to it. How can the characters recover their ship if they do not even know how to contact the Walrus. He, she or it might be anybody on the satellite – just who is the Walrus?

CAPTAIN KYBO *(Judoon in Chains)*

Captain Kybo and the 19th Judoon Interplanetary Force were hired by the Genesis Corporation to assist in the clearing the environment of the Planet Aetius (*see L3*) to make way for full terraforming. The mission would have been successful if it were not for Kybo going rogue and stealing a scout ship for seemingly no reason. He was intercepted by the 6th Doctor and it was then that the Doctor realised Kybo was unlike any Judoon he had encountered. Kybo was polite and well spoken, the polar opposite of the archetypal Judoon.

Before they could get properly acquainted, Kybo's ship was attacked and he had to eject his escape pod. Before long, Kybo crashed in Reigate, England, in the year 1884. Not long after, he was coerced into joining Jonathan Jaggers Esq's travelling circus. For the next week, he attracted large crowds as "the amazing Rhinoceros Man". Over a startlingly short amount of time, Kybo learned to speak fluent English without his translator device and soon moved on to reading. Within one evening, he had read several classics including *Frankenstein*, *Moby Dick* and *Great Expectations*. He soon began to write his own poetry both in English and in Judoonese. Eventually, the rest of the 19th Judoon interplanetary Force found Kybo and put him on trial for his desertion, having abducted a local magistrate court with an H_2O Scoop to use as a venue. After having befriended this unique Judoon, the Doctor offered to be part of Kybo's defence council since he had previous experience with court room drama.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Kybo's subversive tendencies didn't come out of thin air. While laying down the final unit of the MDU array, he heard a voice from a lake calling out to him. There, the Aetius were waiting for someone they could use as a mouthpiece to save their race. In Kybo, they found a mind that could be opened up to new ways of thinking, and through his knowledge, they discovered the existence of Galactic Central. They had implanted the subconscious suggestion for Kybo to travel to Galactic Central so that he could alert the authorities of sentient life on Aetius and save their race. Unfortunately, Genesis Corp shot Kybo down before he could reach the authorities. After a short trial, the rest of the 19th Judoon Interplanetary Force were infected by the Aetius just as Kybo had, and after some consideration, these chose not to let their subversive ideas spread to the rest of the Judoon by agreeing to live in an artistic commune on Aetius.

Adventure Seed: No Gro Tho

When one Judoon from the compromised unit becomes convinced it is wrong to allow his people to continue to live limited lives of authoritarian service and starts sending tracts across the universe, it's civil war. It's coppers vs. beatniks. But which side will your TARDISeers take? Order or chaos? Harsh law or beautiful poetry? No matter who wins, we lose... something. You decide!

CAPTAIN KYBO

AWARENESS	3	PRESENCE	4
COORDINATION	2	RESOLVE	5
INGENUITY	6	STRENGTH	8

SKILLS

Athletics 1, Convince 3, Craft 4, Fighting 3, Knowledge 4 (AoE: Galactic Law, Literature), Marksman 3, Survival 2, Technology 2, Transport 3

TRAITS

Alien
Alien Appearance (Major)
By the Book (Minor)
Code of Conduct (Major) – Uphold the Law
Fear Factor (1)
Eccentric (Minor) – Kybo is an incredibly unusual Judoon due to his personality and temperament
Slow – Kybo's armour and weight slow him down to a speed of 1
Special – Like all other Judoon, Kybo has a large lung capacity, allowing him to survive without air, or within a poisonous environment, for far longer than a human. The Gamemaster will not need to make any rolls for Kybo to survive without air unless in incredibly prolonged circumstances
Voice of Authority

TECH LEVEL: 7

STORY POINTS: 8

CAPTAIN NEMO *(The Wreck of the Titan, Legend of the Cybermen)*

In Jules Verne's *Twenty Thousand Leagues Under the Sea* and *The Mysterious Island*, Captain Nemo was a 19th-Century scientific genius waging a war against the forces of imperialism. He designed and built the submersible vessel the Nautilus (*see G8*), which was decades ahead of its time, and which he used to withdraw from the surface world.

Despite his fictional origins, the Doctor met Nemo, or at least somebody posing as Nemo, and was taken aboard the Nautilus after being rescued from a ship wreck in the North Atlantic. As in the books, Nemo claims to be Prince Dakkar, the son of the Raja of Bundelkund in India. He lost his family years ago in the Indian Mutiny of 1857 and, although he has never revealed the details of this, it seems to be this tragedy that has driven him to hate the imperial nations, Britain in particular.

Nemo spent years designing and building the Nautilus, the parts for which were constructed in countries all around the world to keep the finished vessel a secret. Once the Nautilus was completed and crewed by a band of loyal followers, Nemo has used it to salvage the treasures from various shipwrecks lying on the ocean floor, using these to further his schemes. He occasionally uses the Nautilus to attack the surface ships of the imperial nations or come to the aid of the oppressed.

Captain Nemo has a nobleman's bearing and exudes self-confidence. He has pale skin and his black eyes gaze with icy assurance. Nemo is tall, with a broad forehead, a straight nose and wide-set eyes that provide him with an exceptional range of vision. He is well-educated and a man of cultivated tastes. Nemo's native language is Persian, but he is fluent in many other tongues, including one specially created for the Nautilus crew. He is also an accomplished organist and has installed a piano-organ in his lounge aboard the Nautilus, often playing this to soothe his soul.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Although the Captain Nemo encountered by the Doctor is the real deal, he only exists in the Land of Fiction. He is one of hundreds of literary characters created by Zoe Heriot, the new Mistress of the Land of Fiction, to fight the invading Cybermen. In order to make her creations more effective, she has given them all free will (*see A41*). So Nemo's actions are no longer restricted by the books he originated in, nor by the orders of his Mistress. Although some of the characters have since used this freedom to serve their own ends or even join the enemy, Nemo recognises that his aims and those of Zoe are in accord.

Nemo's primary mission has been to harvest ink from the giant squid of the deeps. Ink is the lifeblood of the Land of Fiction and Zoe needs it to bring more characters to life and create weapons for her army. Nemo has also been ordered to retrieve the Doctor and bring him to Zoe. In the fight against the Cybermen, Nemo is up against such monstrosities as Moby Dick, which has been converted into a monstrous cybernetic submersible complete with torpedo tubes!

CAPTAIN NEMO

AWARENESS	3	PRESENCE	4
COORDINATION	3	RESOLVE	5
INGENUITY	6	STRENGTH	3

SKILLS
Athletics 2, Convince 3, Craft (Organ) 4, Fighting 2, Knowledge 1, Marksman 3, Science 3 (AoE: Marine Biology), Subterfuge 2, Survival 3, Technology 5, Transport 5

TRAITS
Adversary (Major) – Imperialist nations
Boffin
Brave
Epicurean Tastes
Keen Senses (Minor) - Vision
Linguist (Major) – Persian (native), Hindi, English, French, German, Latin and "Nautilese"
Noble
Technically Adept
Voice of Authority
Wanted (Major)
Weakness: Fictional (Major) – If all characters here realize, without a doubt, this character isn't real, it is either turned into a cardboard cut-out, statue, or vanishes, though they can choose to keep the construct around.
Wealthy (Major) - Stinking rich

EQUIPMENT
Cutlass: Strength +2 damage

TECH LEVEL: 4

STORY POINTS: 4

CAPTAIN ROBERT FITZROY *(Bloodtide)*

Captain Robert FitzRoy is perhaps most famous as the commanding officer on *H.M.S. Beagle* for the voyage to South America and the Galapagos Islands during which Charles Darwin (*see A31*) developed his initial thoughts on evolution. However, in later life, FitzRoy was a pioneering meteorologist, developing methods of forecasting the weather and founding what would later become the Met Office, the United Kingdom's national weather service. He was also Governor of New Zealand between 1843 and 1845, being recalled after trying to oppose illegal purchases of land from the Maori.

FitzRoy was born in Suffolk in 1805 and was the fourth great-grandson of Charles II of England. He entered the Royal Navy at the age of thirteen and served as a voluntary student on board the frigate *H.M.S. Owen Glendower*, sailing to South America between 1820 and 1822. He completed his course with distinction and was promoted to lieutenant in 1824, becoming the first officer to pass the exam with 100%. FitzRoy was first promoted as (temporary) Captain of *H.M.S. Beagle* in December 1828 following the suicide of Captain Pringle Stokes while the ship was surveying Tierra del Fuego.

In May 1831, FitzRoy stood unsuccessfully as Tory candidate for Ipswich in the General Election, after which he was re-appointed as commander of the *Beagle* for a survey of the South American coastline. Conscious of the loneliness of command, FitzRoy requested a suitable gentleman companion for the voyage, eventually appointing Charles Darwin as the expedition's naturalist. The pair got on well together, but there were occasional strains on their relationship due to FitzRoy's sometimes violent temper, which Darwin later recalled as resulting in disagreements bordering on insanity.

In September 1835, the *Beagle* arrived in the Galapagos Islands, then a penal colony, where Darwin undertook his studies of the finches and other wildlife, while FitzRoy carried out his surveys. It was here that they encountered the Doctor and Evelyn Smythe, assisting them against a rogue Silurian scientist (*see V125*) who had awakened in the hibernation chambers hidden beneath the Islands. Always a devout Christian, FitzRoy was shocked to be presented with evidence of the history of the Earth that flatly contradicted the orthodox religious views of his time. In contrast to Darwin, who realised the truth of what he was seeing, FitzRoy viewed this as blasphemy and a trick of the Devil, refusing to accept that man was nothing more than an ape which had been created by the genetic experiments of the Silurians.

In later years, following the publication of *On the Origin of Species* by Darwin, FitzRoy felt guilty for his part in the development of evolutionary theory. He was present at the famous Oxford debate of 1860 at which Bishop Samuel Wilberforce attacked Darwin's book, which was defended by Thomas Huxley (see *The First Doctor Expanded Universe Sourcebook*). FitzRoy spoke out in support of Wilberforce but was shouted down by the crowd after claiming that *On the Origin of Species* had caused him acute pain.

CAPTAIN FITZROY

AWARENESS	4	PRESENCE	4
COORDINATION	3	RESOLVE	4
INGENUITY	4	STRENGTH	3

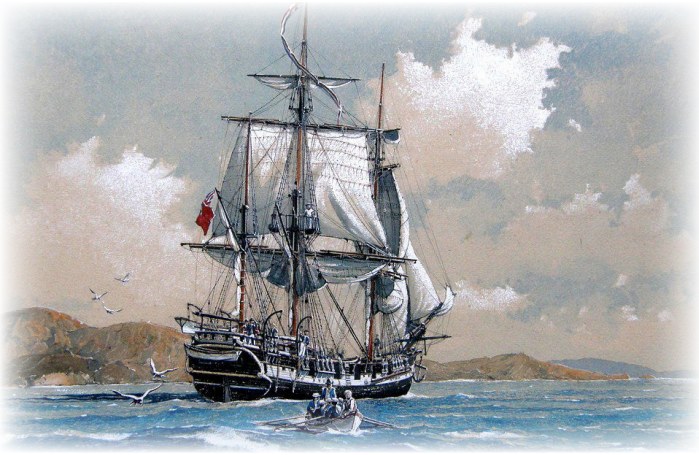
SKILLS
Athletics 2, Convince 2, Craft (Surveying) 4, Fighting 2, Marksman 3, Science 3 (AoE: Meteorology), Survival 2, Transport 4 (AoE: Sailing Ships)

TRAITS
Brave
Eccentric (Major) – Fits of violent temper
Military Rank (Special) – Naval Captain
Noble
Obligation (Major) – Royal Navy

EQUIPMENT
Cutlass: Strength +2 damage

TECH LEVEL: 4

STORY POINTS: 6



CASSIE SCHOFIELD *(Project: Twilight, Project: Lazarus)*

Cassandra Elizabeth Schofield was born in 1981 in Bolton, Lancashire. She was only seventeen when she gave birth to her son Thomas, and two years later she left her "Little Tommy" in the care of her mam Hilda when she went down to London with the hope of making her fortune. But finding work in London wasn't as easy as Cassie had hoped. By mid-2001 she was living in a dingy flat in Bermondsey and working at The Dusk (*see L27*), a sleazy South London casino secretly owned and run by a group of vampires. In August of that year, she was reported missing and was never seen by Hilda again.

Not long after Cassie started work at The Dusk, she had encountered the vampire hunter, Nimrod (*see V78*), who blackmailed her into spying on the casino's owners, Amelia Doory and Reggie Mead. Nimrod threatened to head north and kill Hilda and Tommy. When Reggie discovered Cassie going through his files, she was forcibly injected with the Twilight Virus, a serum that transformed her into a vampire. Recovering, she turned on Reggie and killed him.

But Cassie was not yet a natural killer and the Doctor realised she could still be redeemed if she could stay away from civilisation while he searched for a cure for her condition. Although she turned down his offer to stay aboard the TARDIS, Cassie agreed to let the Doctor take her to Northern Norway at the start of winter, where she could avoid sunlight for several months during the long arctic night.

When the Doctor finally made a breakthrough in developing a cure for the Twilight Virus, he was disappointed that the TARDIS took him to Southern Norway in 2004, by which time Cassie had been captured by Nimrod. The vampire hunter had managed to track her down by following up on internet rumours of a vampire prowling the wilderness. The Doctor and Evelyn (*see A6*) were distraught to learn that a desperate Cassie was now working for the Forge (*see V32*). Cassie's vampiric abilities, not least her extraordinary hearing and sense of smell, made her particularly useful as a hunter, and after completing Nimrod's training program, she replaced Nimrod as the Forge's primary field agent for Northern Europe under the code-name Artemis. As Artemis, Cassie is Nimrod's best agent, being stronger and faster than Nimrod himself.

Cassie now blames the Doctor and Evelyn for abandoning her in the Norwegian wilderness and leaving her to fend for herself. She spent months feeding on rats and evading the Forge agents that Nimrod had sent after her. She tried to commit suicide several times, but her enhanced healing factor enabled her body to recover too quickly, and she couldn't bring herself to drive a stake through her heart, having seen the effect on other vampires back at The Dusk. When Nimrod had finally caught up with her, he brainwashed Cassie to forget about her young son. She now believes that she willingly accepted Nimrod's offer of employment and that the Forge is her only family.

CASSIE SCHOFIELD

AWARENESS	3	PRESENCE	2
COORDINATION	3	RESOLVE	3
INGENUITY	3	STRENGTH	2

SKILLS
Athletics 2, Convince 1, Subterfuge 2, Technology 2, Transport 2

TRAITS
Attractive
Dependents (Major) – Hilda and Tommy

TECH LEVEL: 5

STORY POINTS: 4

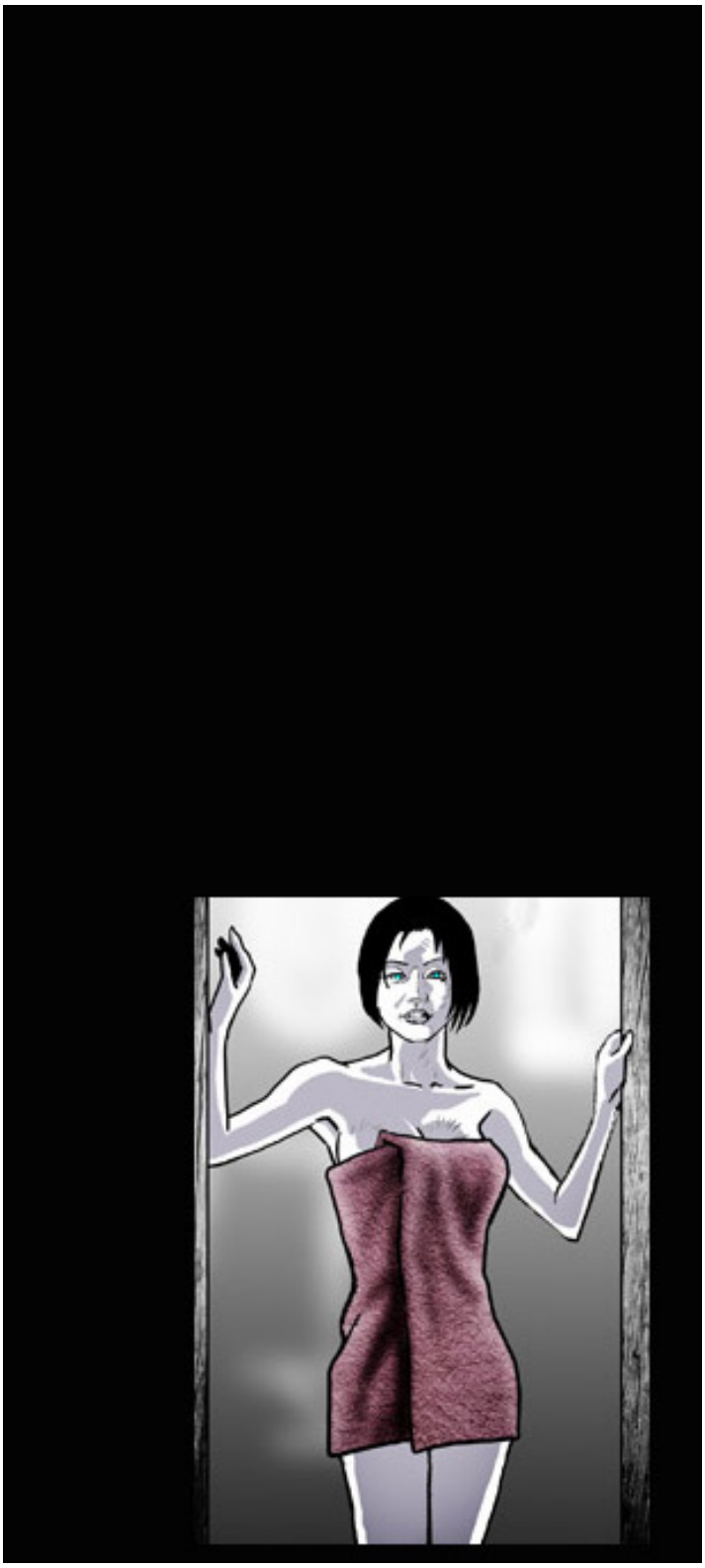
SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

During the Doctor's encounter with Nimrod at Forge's Alpha Facility on Dartmoor in 2004, Evelyn managed to convince Cassie that she had been mentally conditioned by the Forge, and she broke through the brainwashing and remembered her Little Tommy. Overcome by grief, Cassie attacked Nimrod, but was killed by one of his vampire-killing crossbow bolts.

After this, Evelyn always blamed the Doctor for the death of Cassie. She never forgave him, even at the very end. However, her grief was tempered a little when she learned that Little Tommy, full name Thomas Hector Schofield, grew up to become Hex, a travelling companion of the 7th Doctor. She was delighted to meet Hex and discover that he had trained as a nurse, something his mother would have been proud of.

In 2026, Nimrod resurrected Artemis by mixing her ashes with

Hex's blood. But Cassie was now just a creature of instinct (reduce her Ingenuity to 1 and add the Impulsive trait). She was finally and permanently killed in a distronic missile strike on central London.



ARTEMIS

AWARENESS	6	PRESENCE	4
COORDINATION	5	RESOLVE	4
INGENUITY	3	STRENGTH	7

SKILLS

Athletics 4, Convince 1, Fighting 4, Subterfuge 3, Survival 4, Technology 2, Transport 2

TRAITS

Amnesia (Minor)
Attractive
Dependency (Major) – Suffers a -4 penalty to all rolls if denied blood for an extended period
Fast (Minor)
Fast Healing (Special)
Frenzy
Hypnosis (Major)
Immortal (Major)
Immunity – Vampiric immunities, including to normal damage, firearms and electricity
Indomitable
Keen Senses (Minor) – Hearing and smell
Obsession (Minor) - Blood
Psychic
Psychic Training
Quick Reflexes
Telepathy
Tough
Vampire (see *The Fourth Doctor Sourcebook*)
Weakness – Direct sunlight will cause Cassie to take 1 point of damage per Round of exposure

TECH LEVEL: 5

STORY POINTS: 8

CHARLES DARWIN *(Bloodtide)*

Far from the popular image of an old man with a large beard and a worried expression, Charles Darwin was only twenty-two years of age when he embarked on his famous expedition aboard *H.M.S. Beagle* in 1831. Darwin was born in Shropshire in 1809, the fifth child of a wealthy doctor and financier. He was educated at the Anglican Shrewsbury School before enrolling in the University of Edinburgh Medical School in 1825, having spent the previous summer as an apprentice doctor. Darwin had an interest in natural history from a young age, and in his second year at University, he joined the Plinian Society, a group which conducted radical debates challenging the orthodox religious views of science.

Darwin's father was concerned to learn that Charles was neglecting his medical studies and in 1828 sent him to Christ's College, Cambridge to study for a Bachelor of Arts degree, with the intent that he would become an Anglican country parson. Charles preferred riding and shooting to studying, and struck up friendships with a number of leading parson-naturalists, who saw scientific work as religious natural theology. But he did well in his final exams in January 1831, coming tenth out of 178 candidates. Darwin had to stay in Cambridge until June, but planned to visit Tenerife after graduation to study natural history in the tropics.

In August 1831, his botany professor proposed Darwin as a suitable candidate for the role of naturalist on board *H.M.S. Beagle* for an expedition to chart the coastline of South America. After several delays, the expedition departed in December. Initially planned as a two-year voyage, it eventually lasted five years. Darwin spent most of the time on land, investigating geology and making natural history collections, while the *Beagle*'s Captain FitzRoy (*see A28*) surveyed and charted the coasts.

During the voyage, FitzRoy gave Darwin the first volume of *Principles of Geology* by Charles Lyell, a geologist who popularised the concepts of land gradually rising and falling over immense periods. This conflicted with the orthodox religious view that the Earth was created a mere six thousand years ago. Darwin's discovery of fossils of huge extinct mammals in Patagonia also challenged the conventional views of the history of the planet and God's role in creation. If He had created such creatures, why did He subsequently wipe them out?

In September 1835, the *Beagle* arrived at the Galapagos Islands, where Darwin's studies of the variations between the populations of finches on the different islands was a famous step in the process of developing his theories of evolution. Less famously, it was also here that Darwin and FitzRoy encountered the Doctor and his companion Evelyn Smythe (*see A6*). Together, they discovered that a Silurian hibernation bunker lay deep beneath the Islands and faced the threat posed by the rogue reptilian scientist Tulok (*see V125*).

Presented with irrefutable proof of a pre-human civilisation that existed millions of years ago and which was instrumental in the rise of *Homo sapiens*, Darwin could only conclude that the traditional creationist views were wrong. Although he continued to develop his evolutionary theories during the 1830s, it was not until 1859 that Darwin published *On the Origin of Species*, and he faced an uphill battle against established thought in order to have his theories accepted.

CHARLES DARWIN

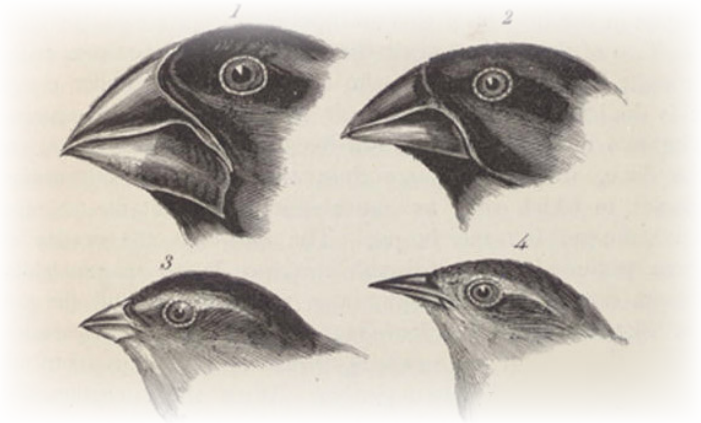
AWARENESS	4	PRESENCE	4
COORDINATION	3	RESOLVE	4
INGENUITY	5	STRENGTH	3

SKILLS
Athletics 2, Convince 3, Craft (Writing) 3, Knowledge 3 (AoE: Theology), Marksman 2, Medicine 2, Science 5 (AoE: Biology, AoE: Geology), Survival 1

TRAITS
Insatiable Curiosity
Well-Mannered

TECH LEVEL: 4

STORY POINTS: 9



CHISTOPHER MARLOWE *(Point of Entry)*

A contemporary of William Shakespeare, Christopher Marlowe was baptised in Canterbury exactly two months before him. "Kit" Marlowe was one of the most prominent playwrights and poets of Elizabethan England and was a great influence on Shakespeare. His *Tamburlaine the Great* is generally considered to be a major turning point in drama, marking the use of more mature language and plotting. But *Dido, Queen of Carthage* and the two parts of *Tamburlaine* were the only plays of Marlowe's to be published in his lifetime, all others being posthumous following his death at the age of twenty-nine.

As with many writers of his time, little is known of Marlowe's life. Among the legends that have sprung up around him are that he was an agent of Elizabeth's spymaster, Sir Francis Walsingham. While at university, Marlowe took a number of unexplained and lengthy absences, and upon his return he was able to spend lavishly on food and drink, far more than his scholarship income would have extended to. The theory is that he had been recruited by Walsingham and was being sent abroad by the Privy Council on secret missions under various assumed names. There has also been speculation as to whether Marlowe wrote under Shakespeare's name. According to the Doctor, he at least script edited *Henry VI Parts I*, *II* and *III*.

Marlowe had a reputation as a man of violence, prone to drunken outbursts and picking fights. Even Walsingham considered him to be a "roustabout", unreliable and hot-headed.

When the Doctor and Peri meet Kit Marlowe in London in 1590, he is struggling with his writing of *The Tragical History of Doctor Faustus*. Shown visions of a shadow London in the obsidian mirror of the demonic-seeming Spaniard, Velez, and seduced by his promises of ungodly powers and knowledge, Marlowe is even willing to barter his soul for a chance at literary immortality.

According to some sources, Kit Marlowe was a member of Faction Paradox, and this might explain the number of conflicting accounts surrounding his death. History records that Marlowe was stabbed to death in a brawl in a Deptford tavern in 1593 (in events perhaps instigated by rival members of Faction Paradox). But there are reports that the Master tried to prevent this by taking Kit away in his TARDIS. Marlowe travelled with the Master for a while before returning to Deptford and accepting his fate. Another report says that Marlowe was murdered by Captain John Hart, the then lover of Captain Jack Harkness, though this may have occurred in an alternate timeline.

Another account records that Marlowe's place in the brawl was taken by the 4th Doctor, who only pretended to die. Marlowe then assumed another identity, that of William Shakespeare – which might explain the changes in Shakespeare's appearance and personality. In this case, Marlowe-as-Shakespeare would himself have been replaced in 1597 by Richard III and it would have been Kit who died on Bosworth Field in 1485 (see *The Fifth Doctor Expanded Universe Sourcebook*)!

KIT MARLOWE

AWARENESS	4	PRESENCE	5
COORDINATION	4	RESOLVE	3
INGENUITY	4	STRENGTH	3

SKILLS
Athletics 2, Convince 3, Craft (Writing) 6, Fighting 4, Knowledge 2, Subterfuge 5, Survival 1

TRAITS
Attractive
Dark Secret (Minor) – Spy for Sir Francis Walsingham
Friends (Major) – Walsingham and the Privy Council
Impulsive

EQUIPMENT
Sword: Strength +2 damage

TECH LEVEL: 3

STORY POINTS: 6

A final version of Marlowe's death reveals that he travelled to the Roanoke colony in Virginia (*see L70*) to spy on Sir Walter Raleigh (*see A74*), but was kidnapped by the alien Greld (see *The First Doctor Expanded Universe Sourcebook*). In this version of history, Marlowe again died in a tavern brawl, but not until 1609.

THE CHURCH OF ADJUDICATION *(Burning Heart)*

During the early years of the Earth Empire, the Masonic elements of the police forces cohered and evolved into a holy, monastic Order. But that devolved over the centuries into an almost entirely secular policing organisation again, the Guild of Adjudicators. The Guild enjoyed wide ranging powers of jurisdiction throughout the Empire, but lost their blanket authority on Earth after the collapse of the Overcities at the turn of the 31st Century. By the late 32nd Century, there are vestigial sub-sects scattered through the Galaxy. But in the Habitat on the planetoid of Dramos (*see L26*), the sect has turned back to its monastic roots and has become the Church of Adjudication.

The Temple of the Church of Adjudication is the largest free-standing structure in the Habitat. The bulk of the Temple contains armouries and the communications centre of the Curia, and dormitories and living quarters for the rank-and-file Adjudicators. There are equipment stores, vehicle depots and enough stockpiled food to make the Adjudicators independent for more than a century. The topmost floors are given over to the OBERON central processors so that, in addition to the fibre optic landlines that link the system to its subsystems, it can transmit and receive data via infrared laser. Directly below these floors is the domain of the High Churchmen, those who operate OBERON. The High Churchmen wield supreme power over the Habitat. They are the highest-ranking Adjudicators, who remain in monastic seclusion, attended by a retinue of hand-picked Adjudicators known as the Hands of God, never leaving the Temple, to protect themselves from undue influence and temptation. Below ground are the Holding Cells, built to contain those whom the Adjudicators do not summarily execute, and which have extended until they are almost a city in their own right.

If the High Churchmen are the body of men – and they are exclusively men – who have dominion over the Habitat, High Churchman Garon is the man who has dominion over them. Ostensibly, the upper stratum of the Church is run on a collective basis, but in actual fact it moves according to his will. Things he wants to happen happen. It is as though he has a direct line to God, and from him to the Church, and from the Church to the Habitat. There is an air about him, something in his eyes and smile that prevents anybody from disobeying his orders.

The Adjudicators in the field are helmeted, body-armoured figures, their visors revealing only their chins and scowling mouths. An Adjudicator's body armour is reinforced at the shoulders and joints by heavy padding. Shok batons hang from their belts. Bulky firearms termed Multi-Function Guns (MFGs) are strapped to their knee-length boots and fire a variety of ordnance, both lethal and non-lethal, including gas canisters. Their insignia, in silver chrome on their helmets and chests, are based on a T with two crossbars. Adjudicators ride Micro-Antipersonnel Vehicles (MAVs) resembling flying motorbikes and mete out justice with extreme prejudice.

ADJUDICATOR

AWARENESS	3	PRESENCE	3
COORDINATION	4	RESOLVE	4
INGENUITY	3	STRENGTH	4

SKILLS
Athletics 2, Convince 3, Fighting 3, Marksman 4, Medicine 1, Subterfuge 2, Technology 2, Transport 4

TRAITS
Authority (Minor)
Brave
Five Rounds Rapid
Friends (Major) – Church of Adjudication
Obligation (Major) – Church of Adjudication
Quick Reflexes
Tough
Voice of Authority

EQUIPMENT
Armour (3 points)
Shok Baton: Strength +2 damage
Multi-Function Gun: S(S/S/S) or 7(3/7/10) damage; or gas canisters deliver 2(1/2/3) Strength reduction per Round to those failing Difficulty 12 Resolve + Strength rolls (within 3m radius of impact)

TECH LEVEL: 7
STORY POINTS: 3-5

MICRO-ANTIPERSONNEL VEHICLE (MAV)
Armour: 2 **Hit Capacity:** 6 **Speed:** 8
Traits: Flight (Major), Travel
Weapons: Impact Cannon: 10(5/10/15) damage
Story Points: 2

CLAIRE ALDWYCH *(The Shadow in the Glass)*

Claire Aldwych is one of those "might-have-been" companions, one of a growing list of people who assisted the Doctor in one of his adventures and who might have gone on to travel with him, but who, for one reason or another, did not make it to full companion status.

Claire met the Doctor via contact with Brigadier Lethbridge-Stewart in 2001, at which time she was writer, director and presenter of numerous TV documentaries for the Conspiracy Channel. Among her credits are *The Last Days of Hitler?*, *The Secret History of Nunton Power Complex* and the series *So They Say*. Claire is a 29-year-old single woman who lives alone in a flat in London. She typically dyes her hair plum red.

At the age of 8, Claire was sent to drama school by her failed actress mother. Shoved on to a stage and squinting into the spotlight, she hated it. Her mother had always been so determined to see her dumb ambitions achieved through her only daughter, never mind that Claire had less talent for drama than she did and none of the drive. It had taken ten years and a fortune in wasted fees to convince her mother she was never going to be picking up awards for her definitive Cordelia or even starring alongside Robson Green in a Sunday night serial. All that faked emotion and "luvvieness" didn't do anything for her. It was what happened in the real world and the way you could interpret it from behind the camera that held her interest. Documenting events, pulling it all together in the edit, juxtaposition, bias, manipulating your audience...

Satellite and cable had seemed such an opportunity at the start, and the Conspiracy Channel just a short step on the road to awards, acclaim and the big league. She's got on well, they like her there. Keep pushing the work her way, keep her in the industry, keep a roof over her head. But they're getting tighter and tighter with staff and overheads. Each time she does one of their stupid, scaled down shoots she tells herself it'll be the last. And yet with each stupid assignment they send her way, there's the nagging, superstitious thought... Suppose there's something in it. Suppose this is the one. The Big One. The one that will blow some major scandal wide open and get picked up by terrestrial, finally make her hot property instead of lost property.

Beneath it all, Claire is fed up and tired. Tired of pratting around breaking cordons around secure locations and risking arrest, churning out the same old "same old". Tired of making do with so-called teams with no researcher, no production manager. Just her and a student wannabe acting as runner-cum-cameraman-cum-sound engineer-cum-sparks. Perhaps not surprisingly, Claire is often stroppy and sarcastic.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

It was stumbling across evidence that Adolf Hitler (*see V1*) may have survived to the present day that put Claire in touch with the Doctor. Having travelled back to 1945 with the Doctor, Claire was killed by Hitler's private secretary, Martin Bormann, and burned beyond recognition to use in place of the body of Eva Braun, who escaped and gave birth to Hitler's son.

But who knows what Claire's fate might be in another universe…

CLAIRE ALDWYCH

AWARENESS	4	PRESENCE	4
COORDINATION	3	RESOLVE	4
INGENUITY	3	STRENGTH	2

SKILLS
Athletics 2, Convince 3, Craft (Writing/Directing/Presenting) 3, Fighting 1, Knowledge 3, Science 1, Subterfuge 3, Survival 1, Technology 4, Transport 3

TRAITS
Argumentative
Empathic
Insatiable Curiosity
Unlucky

EQUIPMENT
Mobile phone
Digital camera
Portable DAT recorder

TECH LEVEL: 6

STORY POINTS: 12

CONSTABLE WOLSEY *(The Widow's Assassin)*

King Yrcanos of Krontep (*see L49*) was always open-minded when it came to new technology. Open-minded enough to authorise the use of the amoral scientist Crozier's research to augment the commander of his palace guard into a humanoid sheep. The transmogrified security ram, Constable Wolsey, is a loyal if rather dull policeman who carries out his duties in a thorough and painstaking way. He is plain-speaking and dour, with a normally emotionless voice that contains the hint of a tremor, like a sheep's bleat in vocal form.

Constable Wolsey is philosophical about the physical changes that have been forced upon him. He might not be terribly pleased about his new appearance, but he is sensible enough not to give voice to them – at least not within anybody's hearing. On the plus side, Wolsey reasons that having four stomachs is good for a policeman: when he gets a gut feeling about a case, he *really* gets a gut feeling! Whether this has any practical impact on his investigations is debatable.

Constable Wolsey normally wears the armour appropriate to his rank and profession, even though a sheep in armour is a somewhat bizarre sight. Or perhaps it's because of this and he reckons his appearance is disconcerting enough to give him an advantage over his opponents. Wolsey is also equipped with a sidearm and a pair of handcuffs for restraining felons.

As commander of the guard, Wolsey has authority over the run-of-the-mill, rank-and-file palace guards. To be honest, most of them aren't the sharpest tools in the toolbox and can easily be outwitted by anything higher up the intelligence scale than your average Ogron. Typical examples are the brothers Guard One and Guard Two, whose family have been in the guarding business for generations. Their mother thought it would save confusion to name them Guard One and Guard Two, to make things easy for any busy commander-at-arms they would inevitably serve under. Wolsey often has to be very patient with his troops and their shortcomings, but he is privately very fond of them.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Following the death of King Yrcanos seven days after his marriage to Peri, Constable Wolsey has been placed in charge of the investigation into his murder. Hearing all about the Doctor's reputation from Peri, Wolsey hoped to gain his assistance in the case. But the Doctor has been imprisoned on the orders of Peri herself (*see V62*) for abandoning her on Thoros Beta, and the Doctor has refused to cooperate since he realised that Wolsey is consulting him without his Queen being aware.

Wolsey's principle suspects are several of the stag party that accompanied Yrcanos on a hunting trip in the wilds of Krontep a few days before the wedding, Baron Pteratrark and Reverend Flitamus (*see V11*) in particular. He believes that there may be a conspiracy to depose Queen Peri.

CONSTABLE WOLSEY

AWARENESS	4	PRESENCE	2
COORDINATION	3	RESOLVE	4
INGENUITY	3	STRENGTH	4

SKILLS
Athletics 2, Convince 3, Fighting 2, Marksman 3, Subterfuge 3, Survival 1, Technology 1, Tranport 2

TRAITS
Alien
Alien Appearance
Authority (Minor)
By the Book
Obligation (Major) – Queen Peri

EQUIPMENT
Armour: 4 points of damage reduction
Blaster Pistol: 6(3/6/9) damage
Handcuffs

TECH LEVEL: 6

STORY POINTS: 4

COORDINATOR VANSELL *(1st in The Sirens of Time)*

The Doctor and Coordinator Vansell (full name Vansellostophossius) go back a long way, as far back as their days at the Academy when they were both members of a clique of students called the Deca. Even then, Vansell was not a particularly likeable person, being a little too studious and determined, and having a reputation for saying little and smiling less. It was at the Academy that the Doctor gave Vansell the nickname of "Nosebung".

Even in those early days, Vansell was a member of the Celestial Intervention Agency, having been recruited at the time he entered the Academy and ordered to keep watch on the others. His colleagues in the Deca didn't find this out until Vansell betrayed the Doctor for leaving Gallifrey on an unauthorised trip which had resulted in disaster in the realm of the Celestial Toymaker. On his return, the Doctor was arrested and expelled from the Academy, leading to his lifelong resentment of Vansell. Much later, it was also Vansell who set up the Sixth Doctor's trial on Space Station Zenobia (see *The Trial of a Time Lord*).

Vansell, being the toady that he is, abandoned his fake Academy life, and has since worked as a "highly respected" (barely tolerated) Coordinator between the High Council and the Celestial Intervention Agency. It's not a particularly nice job. But then Vansell's not a particularly nice Time Lord. The Doctor considers him to be self-serving and unimaginative, little more than an avaricious halfwit. But the Doctor's opinion is jaundiced by their history. In truth, Vansell puts Gallifrey first, not himself. He always looks for opportunities to advance Gallifrey in terms of political leverage over the other Temporal Powers, or new technological development, or simple power. Even in the face of imminent danger, Vansell is single-minded in looking for ways to benefit Gallifrey.

Vansell was among the Time Lord delegation to the planet Archetryx to negotiate an alliance among the Temporal Powers (*see A76*). As always though, he was also hoping to limit the time travel capabilities of the other "lesser" Powers. At the same time, he intended to obtain the secrets of any technological advancements which he might be able to sequester away to Gallifrey, where the CIA could reverse-engineer them and apply them to TARDISes. Despite his underhand nature, Vansell assisted in the defence of Gallifrey when it came under attack by the Daleks following the destruction of Archetryx (*see L8*).

When on official business, Vansell uses an unregistered, modified Type 70 TARDIS.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Coordinator Vansell made the ultimate sacrifice in the defence of Gallifrey, when he trapped the anti-time Neverpeople inside the temporal reactors of a Time Station, vaporising himself in the process.

The Doctor also met a version of Vansell from an alternative reality in which Gallifrey was conquered by the Knights of Velyshaa.

COORDINATOR VANSELL

AWARENESS	4	PRESENCE	4
COORDINATION	3	RESOLVE	4
INGENUITY	6	STRENGTH	3

SKILLS
Athletics 2, Convince 3, Knowledge 4 (AoE: Secrets of the Time Lords), Marksman 2, Science 3, Subterfuge 5, Survival 1, Technology 3, Transport 3

TRAITS
Brave
CIA Agent (Major)
Code of Conduct (Minor) – Laws of Time
Dark Secret (Major) – Unsanctioned temporal interference
Feel the Turn of the Universe
Friends (Major) – High Council
High Office (Major)
Obligation (Major) – CIA
Psychic
Time Lord
Time Lord (Experienced)
Voice of Authority – Has +3 bonus rather than the usual +2
Vortex

EQUIPMENT
Type 70 TARDIS (use Modern TARDIS stats from *The Time Traveller's Companion*)

TECH LEVEL: 10
STORY POINTS: 8

Other versions of Vansell were encountered by Romana, Leela and K9 during their travels through a number of parallel universes, including one in which Vansell served as Castellan and head of the TIA (Temporal Intervention Agency), which actively manipulated the Web of Time to benefit Gallifrey.

DEXEL DYNES *(Palace of the Red Sun)*

Dexel Dynes of the Interstellar News Agency is interested only in getting his story. The Galactic Declaration of Freedom of Investigation gives him wide rights of free and unrestricted access to witness, record and otherwise report all newsworthy events on any planet that recognises the Declaration – and he is only too willing to remind others of the fact. The Privacy of Sentient Beings Act of 2830 provides a measure of protection for members of the public, but figures of public prominence are exempt from this and Dynes will pursue them with a zeal! His motto is "The public has a right to know".

Dynes is a slender man, habitually dressed in what might be taken as a classically styled trench coat and fedora from nineteen thirties Earth, except that they are raven black and trimmed with white piping. This is the traditional garb of the reporter of the 31st Century. He is almost always accompanied by a dozen or so DAVE units. DAVEs (Drone Audio Visual Equipment) are flying discs like oversized Frisbees with binocular camera lenses and compact directional microphones fitted around their rims. DAVEs have a certain amount of autonomy, but respond to Dynes' verbal commands and record anything he instructs them to.

Dynes isn't evil, but he is totally amoral in pursuit of a lead. He is unconcerned about the death and suffering he sees around him, as long as he gets a decent story out of it. He wouldn't deliberately kill someone, but neither would he try to prevent their death if that would get in his way. Dynes first crossed paths with the Doctor in his fifth incarnation during a quest for long-lost treasure on the planet Gelsandor (see *The Fifth Doctor Expanded Universe Sourcebook*). Dynes had planted a tracking device on the ship of one of the Doctor's colleagues as he sensed a story in the offing. But at the end of the quest, all the recordings he had made on Gelsandor were erased and even his memory of the planet's coordinates was gone.

Dynes found his reputation a little dented after that escapade, as he had no explanation for where he had been – and worse, no story for his network. Undaunted, he gained permission to film a series of interviews with Glavis Judd (*see V38*), ruler of the Protectorate, and began to accompany him on his campaigns of conquest. Dynes is finding Judd to be an excellent and intelligent subject, his interviews offering enough personal insights to keep the A and B bracketed viewers watching his reports back home. Mixed with enough violence and gore from the footage of the Protectorate's invasions to keep the D and E sub-lits happy, it's a winning formula.

It is during his time with Glavis Judd's forces, that Dexel Dynes encounters the Doctor again, this time in his sixth incarnation. Dynes finds it difficult to believe that this is the same man he met on Gelsandor, but suspects that the Doctor has perhaps had a full body makeover (the technology having been around for a century or more in the form of "body beppling"). However, Dynes certainly recognises Peri Brown and their blue cabinet, which he assumes is a shuttle pod or something similar.

DEXEL DYNES

AWARENESS	4	PRESENCE	4
COORDINATION	3	RESOLVE	4
INGENUITY	3	STRENGTH	3

SKILLS
Convince 3, Craft (Broadcast Journalism) 4, Fighting 1, Knowledge 4, Subterfuge 4, Technology 3, Transport 2

TRAITS
Arrogant
Fame (Minor)
Insatiable Curiosity
Selfish

EQUIPMENT
DAVE Units [Traits: Record (Minor). Story Points: 1.]

TECH LEVEL: 7

STORY POINTS: 6

Series Seed: Breaking News
Dexel Dynes' introduction opens up the possibility of a 31st Century-based daring journalist series, either as a small arc for your (stranded?) TARDIS crew, or for a continuing more or less sedentary group like Torchwood, UNIT, et al. Players fly through the galaxy in search of hard-hitting news and often find more than they bargained for. They may even come across the Doctor or his many works, if he isn't part of the team already. Or they might interact with Dexel himself, and find his methods less than palatable. Character types would include people both in front and behind the vidcams.

DI PATRICIA MENZIES *(1st in The Condemned)*

Detective Inspector Patricia Menzies of the Greater Manchester Police has encountered the Doctor on several occasions, and despite her initial suspicions of him, she has come to accept and even respect him. In fact, she often finds the Doctor's assistance in cases involving the strange and otherworldly to be welcome.

The Doctor wasn't the first alien that DI Menzies encountered, though she didn't know this at the time. In 2003, Menzies pulled a boy from the canal, but he didn't survive. The boy was an alien and actually drowned in the air. His real cause of death was only known to the police surgeon, Dr Aldrich, who secretly treated aliens which were stranded on Earth. Aldrich didn't tell Menzies of this until years later, in order to keep his activities secret.

Menzies first met the Doctor in 2008 when she was investigating a murder at Ackley House (*see L2*), a block of flats in Manchester. She has a sarcastic and sometimes abrasive personality, so it might be expected that the two would clash with each other. However, once they got used to each other's foibles, they got on surprisingly well even though Menzies initially suspected that he was the murderer. Menzies is an intelligent woman and knows when she needs help with things she doesn't understand! In fact, the mundanity of police procedure combined with the Doctor's unorthodox methods makes for a winning combination. Her boss, DCI Turnbull, has a different view - and a short fuse when it comes to Menzies' cases becoming unnecessarily complicated.

DI Menzies bumped into the Doctor again a few months after the Ackley House incident, when the Doctor drew her into an investigation of a time-travelling casino (*see L46*). By this time, she has become an unofficial police contact for aliens, who often come to her for assistance when they couldn't turn to the authorities. She even has experience of dealing with time travellers and understands the complications that can arise from temporal paradoxes. In return for helping extraterrestrial refugees, Menzies can sometimes call on favours from the underground alien community around Manchester.

By 2011, DI Menzies was seconded to the Metropolitan Police due to her experience with "mysterious figures all calling themselves the Doctor", and became involved in an infestation of the London Underground by alien insect robots (*see V122*). She again met the Doctor, but quickly realised that he didn't know who she was. Understanding that, for him, this was their first meeting, she played along and pretended not to know him, in order to preserve something she had heard Charley Pollard (*see A2*) refer to as "the Web of Time". Menzies realised that when she first met the Doctor in 2008, he must have already known her and had played schtum for the same reason.

DI Menzies has a down-to-earth personality and a blunt way of speaking, which verges on the rude. Her sarcastic put-downs are delivered in a deadpan voice with a strong Mancunian accent. She once asked the Doctor if she could travel with him, but he declined as he was intent on uncovering the mystery behind Charley Pollard's origins. In another universe, perhaps he would have agreed to let her join him in the TARDIS.

DI MENZIES

AWARENESS	4	PRESENCE	4
COORDINATION	3	RESOLVE	4
INGENUITY	4	STRENGTH	3

SKILLS
Athletics 2, Convince 3, Fighting 3, Marksman 2, Medicine 1, Subterfuge 3, Technology 2, Transport 3

TRAITS
Attractive
Authority (Minor) – Police officer
Brave
Eccentric (Minor) – Sarcastic and rude
Experienced
Owed Favour (Minor x2) – Menzies has contacts among the aliens living around Manchester
Voice of Authority

EQUIPMENT
Mobile phone

TECH LEVEL: 5

STORY POINTS: 9

DR JOHN DEE *(A Handful of Stardust, Mortlake)*

The 6th Doctor has met the Elizabethan mathematician and alchemist Dr John Dee on at least two separate occasions. On the first occasion, the Doctor and Peri were concerned to find that Dee had detected a great disturbance in the constellation of Cassiopeia. The second time he was with Evelyn Smythe (*see A6*), who initially believed Dee to be a charlatan but went on to write a book on his life and works. For Dee though, these meetings occurred in reverse order, first with the Doctor and Evelyn in 1568, and the second with the Doctor and Peri in 1572.

Dee has a distinguished face tapering into a light, almost blond beard flecked with patches of brown. His skullcap, ruff and long robes give him the appearance of a satanic magician. But it is his eyes which capture the attention: light brown and burning with intelligence. Dr John Dee is one of the foremost scholars of his time, with interests ranging from astronomy and mathematics to alchemy and astrology. He has amassed one of the largest libraries in England at sometimes ruinous expense. Dee is a leading authority on navigation, training many of the English explorers before they embark on their voyages of discovery. He is also an expert on cryptography and code-breaking. But as well as his scientific studies, Dr Dee devotes much of his time to the research of magic, alchemy and Hermetic philosophy, and has a particular interest in trying to communicate with angels. Like many intellectuals of his time, Dee does not see any conflict between the pursuit of science and magic. Indeed, he views them as different aspects of the same quest: the search for an understanding of the divine forms that underpin our world, which he refers to as "pure verities".

Dr Dee's reputation as a scholar provides him with some political influence. He occasionally acts as tutor and advisor to Elizabeth I, and has dealings with some of her key ministers including her spymaster Francis Walsingham and chief advisor William Cecil. Dee is an advocate of the political strengthening of England and its imperial expansion into the New World supported by English maritime supremacy. He is one of the first people to use the term "British Empire". Despite his alchemical dabbling, the modern view of Dee is that he was a serious scholar and book-collector, a devout Christian, an able scientist and one of the most learned men of his age.

The 7th Doctor and Ace also met Dr Dee in 1568, finding him to be central to a temporal paradox they had inadvertently caused; and the 12th Doctor encountered him again in 1588. The 7th Doctor also encountered Jared Khan, a psychic immortal who posed as Dr Dee and was convincing enough to fool Queen Elizabeth in 1603.

In an unbound universe in which an alternative version of the 1st Doctor interfered in history so that Leonardo da Vinci invented space flight, Dr Dee was part of an Elizabethan expedition to the asteroid belt, where he discovered sentient alien crystals that he took to be the angels he so desired to commune with.

DR JOHN DEE

AWARENESS	4	PRESENCE	4
COORDINATION	2	RESOLVE	5
INGENUITY	6	STRENGTH	2

SKILLS
Convince 3, Craft (Writing) 2, Knowledge 5 (AoE: Cryptography, Occult), Science 4 (AoE: Astronomy, Mathematics), Subterfuge 2

TRAITS
Code Breaker
Distinctive
Experienced
Friends (Major) – Elizabeth and her ministers
Indomitable
Insatiable Curiosity

TECH LEVEL: 3

STORY POINTS: 9

EUGENE TACITUS *(The Holy Terror)*

Eugene Tacitus is the scribe who chronicles the life of the Emperor who rules over his subjects within the Castle. Eugene has always been the chronicler for as long as he can remember, going back over the lives of so many emperors that he has forgotten which ones he met and which he only read about in the books piled around his cramped room.

Eugene is an amiable old man, not particularly memorable or important except in his role as scribe. He is a humble man, often lurking in the background and recording the Emperor's comings and goings. Sometimes, he has to elaborate on them to make them more impressive. And often, he has to improvise, when the Emperor dismisses Eugene from his presence. But Eugene is used to this and knows what to write. After all, the lives of the Emperors all follow a very similar path. The old Emperor dies and is declared a heretic for not being the immortal god that he had claimed. His former subjects all recant and worship his son, who is crowned as the new Emperor and the new immortal god. The new Emperor's illegitimate and deformed half-brother plots to usurp the throne. The new Emperor eventually dies and the cycle repeats itself.

Strangely, the books that chronicle the lives of the emperors are all written in the same handwriting. Eugene has never thought this odd, as he was taught to write by his father, and he by his father. Or so he supposes. Yet he can't quite remember. And in all the books, each emperor dies on the final line on the final page, with no blank pages left unwritten. Each book was the perfect length for its emperor's life, even though the blank book was selected by Eugene when the pervious Emperor died. It's all a bit strange, when you think about it, as if there were no such thing as free will in the Castle.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

There is no such thing as free will in the Castle. In fact, the only real person in the Castle is Eugene Tacitus himself. The Castle and everyone in it are the creation of the Punishment Cabinet (*see G12*), a machine designed to punish and torture its occupant. Quite who Eugene is in the real world is unknown, as is anything about the society he comes from. Apart from the fact that he is an insane murderer who stabbed his young son to death. For this, he was sentenced to spend the rest of his life sealed within the Punishment Cabinet.

Eugene has no memory of his crime or his previous life. He only knows that he is the scribe within the Castle that the Cabinet has created within its dimensional matrix. His punishment is to witness the ordered life of the Castle destroyed over and over again. Unrecorded in his books, each scenario ends with the Emperor's half-brother revealing the Child, his son who has been raised in secret in the Castle's deepest dungeons. The Child is the embodiment of the Punishment Cabinet and systematically kills all the Castle's inhabitants until only Eugene is left. Eugene then remembers his crime and is compelled to kill the Child, who wears the face of the son that he murdered.

EUGENE TACITUS

AWARENESS	4	PRESENCE	2
COORDINATION	2	RESOLVE	3
INGENUITY	3	STRENGTH	2

SKILLS
Convince 2, Craft (Writing) 4, Knowledge 3 (AoE: History of the Castle), Subterfuge 1

TRAITS
Amnesia (Major)
By the Book
Dark Secret (Major)
Face in the Crowd

TECH LEVEL: 4 (Tech Level in the real world is unknown)

STORY POINTS: 6

FICTIONAL FRIENDS *(Legend of the Cybermen)*

When the 6th Doctor realised that the TARDIS had brought him back to the Land of Fiction (see *The Second Doctor Sourcebook*), he was horrified to discover that it had been invaded by Cybermen. A mere month after Zoe Heriot was returned to the Wheel in Space with her memories of travelling with the Doctor removed by the Time Lords, the Wheel once again came under attack by the Cybermen. When they tried to convert Zoe into their new Cyber-Planner, the process restored her memories and at the same time opened up their systems to her. She took control of their ship's propulsion systems, allowing her to punch a hole in spacetime and send herself and the Cybermen through it into the Land of Fiction. Since then, the Mistress of the Land has been waging a war on the Cybermen using an army of fictional characters. The Mistress has given her creations free will, making them no longer restricted by their original stories so that the Cybermen's logic cannot predict their actions so easily.

The first character the Doctor met after he realised he was back in the Land of Fiction was Jack Dawkins, better known as the Artful Dodger from Dickens' *Oliver Twist*. The Dodger is now in his early twenties, but he still wears his characteristic top hat and coat with turned-up cuffs. He is a sergeant in the Mistress's army and, like his comrades, is armed with a futuristic rifle loaded with armour-piercing rounds filled with radioactive metals in an acetone suspension; lethal against the Cybermen – and most other opponents, come to that! The Dodger is as charming and cocky as ever, but his speech is now filled with temporal tautologies and hi-tech terminology. Travel broadens the mind, apparently. The Dodger will be heartbroken when he discovers that his childhood friend Oliver has been converted by the Cybermen!

From the pages of *Alice's Adventures in Wonderland* and *Through the Looking Glass*, Alice Liddell is a lieutenant in the Mistress's army. When the Doctor first met her, Alice was riding a unicorn. Like the Artful Dodger, she is armed with a futuristic rifle and is additionally protected by light body armour. Alice is also significantly older than she was in the books, now being in her twenties. She is capable and dependable, if a little sarcastic in temperament.

The Mistress's general is perhaps the most surprising of all the characters serving in her army. Following the death of General Holmes, who struggled against his own inner demons, the Mistress appointed a physical demon in his place in the form of Count Dracula. This is not the historical Vlad Dracula as previously encountered by the Doctor (see *The Fifth Doctor Expanded Universe Sourcebook*), but the fictional one from the pages of Bram Stoker's novel and corrupted by the excesses of countless subsequent adaptations, copycats and spin-offs. He is a melodramatic cliché of Dracula with a thick Eastern European accent. He is also anxious, guilt-ridden and full of dark forebodings. Although he can resist the inky blood of the characters native to the Land of Fiction, Dracula may have more difficulty if faced with real humans. For the moment though, he is loyal to his Mistress and will protect her from the Cybermen even at the cost of his own unlife.

THE ARTFUL DODGER

AWARENESS	4	PRESENCE	4
COORDINATION	4	RESOLVE	3
INGENUITY	3	STRENGTH	3

SKILLS
Athletics 2, Convince 5, Fighting 2, Marksman 3, Science 1, Subterfuge 5, Survival 1, Technology 2

TRAITS
Charming
Distinctive
Military Rank (Minor) - Sergeant
Quick Reflexes
Run for Your Life!
Weakness: Fictional (Major) – If all characters here realize, without a doubt, this character isn't real, it is either turned into a cardboard cut-out, statue, or vanishes, though they can choose to keep the construct around.

EQUIPMENT
Anti-Cyberman Gun: 7(3/7/10) damage, Armour Piercing (ignores the first 5 points of Armour)

TECH LEVEL: 4

STORY POINTS: 6

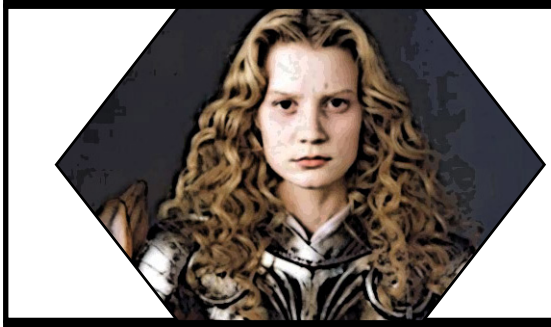
SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The new Mistress of the Land of Fiction is none other than Zoe Heriot, though she has created a fictional version of herself to interact with the Doctor so that the true identity of the Mistress

remains unknown. Several other fictional characters in Zoe's army have their own entries elsewhere in this sourcebook: Captain Nemo (*see A27*), Professor Aronnax (*see A67*), Rob Roy MacGregor (*see A69*) and even a fictional version of Jamie McCrimmon (*see A10*).

If any of these characters have their free will removed, simply add Literally By the Book (from *The Second Doctor Sourcebook*) to their Traits.

ALICE LIDDELL



AWARENESS	3	PRESENCE	4
COORDINATION	4	RESOLVE	4
INGENUITY	4	STRENGTH	2

SKILLS

Athletics 3 (AoE: Horsemanship), Convince 2, Fighting 1, Marksman 3, Subterfuge 2, Technology 3

TRAITS

Attractive
Brave
Military Rank (Major) - Lieutenant
Weakness: Fictional (Major) – If all characters here realize, without a doubt, this character isn't real, it is either turned into a cardboard cut-out, statue, or vanishes, though they can choose to keep the construct around.

EQUIPMENT

Anti-Cyberman Gun: 7(3/7/10) damage, Armour Piercing (ignores the first 5 points of Armour)
Body Armour: 2 points of damage reduction

TECH LEVEL: 4

STORY POINTS: 6

DRACULA

AWARENESS	4	PRESENCE	6
COORDINATION	4	RESOLVE	5
INGENUITY	4	STRENGTH	6

SKILLS

Athletics 3, Convince 4, Fighting 4, Knowledge 5, Marksman 1, Subterfuge 2, Survival 2

TRAITS

Charming
Distinctive
Eccentric (Major) – Anxious and melodramatic
Hypnosis (Major)
Immunity (Major) – Has a vampire's legendary immunity to injury
Infection – Dracula can create new vampire slaves with his bite
Military Rank (Special) - General
Noble
Obsession (Minor) – Drinking blood
Psychic
Shapeshift (Special) – Can transform into a wolf, a bat (gaining Size – Tiny (Major) and Flight), or a cloud (gaining Immaterial)
Time Traveller (Minor) – Has lived through Tech Level 3
Vampire (see *The Fourth Doctor Sourcebook*)
Weaknesses (Major) – Has all the usual vampire weaknesses such as garlic, holy symbols, daylight and running water
Weakness: Fictional (Major) – If all characters here realize, without a doubt, this character isn't real, it is either turned into a cardboard cut-out, statue, or vanishes, though they can choose to keep the construct around.

TECH LEVEL: 4

STORY POINTS: 4

FRANCINE *(The Maltese Penguin)*

There are blondes and blondes and it is almost a joke word nowadays. There is the small cute blonde who cheeps and twitters, and the big statuesque blonde who straight-arms you with an ice-blue glare. There is the blonde who gives you the up-from-under look and smells lovely and shimmers and hangs on your arm and is always very tired when you take her home. Francine is none of these and all of these. She is a Whifferdill and can change her shape to be anything she wants. Mostly, she wants to be a penguin.

Francine was the first wife of Frobisher (*see A8*), the shape-changing companion of the 6th and 7th Doctors. When the couple were still a partnership, they ran a detective agency in the 82nd Century, investigating other people's business on behalf of paying clients. Francine was the cleverer of the two and the better detective, and they both knew it. This knowledge eventually forced a wedge between them and Francine left Frobisher to set up her own agency. Although Frobisher was happy – well, resigned – to investigating cheating husbands and missing cats for 12 mazumas per day (plus expenses), Francine has set her sights a little higher. She wants to make a difference. When she left him, Francine told Frobisher that he wasn't the Ogron she had fallen in love with.

It was Francine who first preferred to remain in the shape of a penguin, and Frobisher took up this habit as it made her happy. Later, he carried on with it in order to remind himself of her. But like all Whifferdills, Francine can change her appearance to become anything she wants, within reason. She can make herself appear human, even mimicking a specific individual if she wants, as she often does during the course of her investigations. Although she gains the voice of whoever she copies, she retains her normal accent, which unlike Frobisher's is English. Francine can even become an inanimate object, including simple working mechanics. The size that Francine's form adopts can vary between that of a large insect to that of an elephant, or thereabouts.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Francine realises that she has broken Frobisher's heart, but she is intelligent enough to also realise that to reignite their old relationship would be a mistake. She is not cold-hearted; far from it. She still harbours her own feelings for her "Frobie". When the pair finally bumped into each other, many years after their separation, Francine was posing as a platinum blonde femme fatale with legs that go all the way up. She also took the role of an apparent murder victim in order to trick Frobisher into investigating his old nemesis Josiah W. Dogbolter (*see V51*).

FRANCINE

AWARENESS	4	PRESENCE	4
COORDINATION	3	RESOLVE	4
INGENUITY	4	STRENGTH	3

SKILLS
Athletics 3 (AoE: Swimming), Convince 3, Fighting 1, Knowledge 3, Science 1, Subterfuge 4, Technology 3

TRAITS
Alien
Alien Appearance
Charming
Eccentric (Major) – Prefers to stay in penguin form
Environmental (Minor) – Can assume forms able to survive in most environments
Experienced x2
Flight (Major) – Can grow wings
Natural Weapons (Minor) – Limbs sprout weapons capable of delivering Strength +2 damage
Shapeshift (Special)
Size (Special) – Francine's Shapeshift Trait allows her to grow or shrink, gaining the Huge or Tiny Traits (Minor or Major) as desired

TECH LEVEL: 8

STORY POINTS: 6

FRATALIN *(Patient Zero)*

The Doctor considered Fratalin to be a very unusual creature, and perhaps his race is indeed unique. He is a protoplasmic creature called a Chogrophin, an entirely alien species each able to divide itself into eight hundred separate but identical "familiars". Each of Fratalin's familiars are entirely independent but are separate segments of Fratalin himself. They are able to conjoin with each other, merging their squelchy protoplasmic bodies into one being. This might be as a means of defence, as the nature of their bodies means that they can engulf opponents and smother them; conjoined, they have greater mass and more effectiveness. More usually they conjoin to share information among the familiars, and mass conjoining only takes place in times of dire need. Although individual familiars share no mental connection with their other selves, they all feel pain and distress if any of them are killed.

Fratalin is Supervisor of the Amethyst Viral Containment Station (*see L6*) and has been for almost his entire life. His 799 other familiars form the crew of the Station. Fratalin has a very strong sense of duty and is totally dedicated to his work. He will sacrifice anything to protect the Station, even the lives of himself and his familiars as there is much more at stake than his own survival. Fratalin cannot be threatened into betraying the trust which has been placed in him, and it would be extremely difficult to persuade him even to reveal the purpose of Amethyst Station.

Amethyst Station's mission is to store the millions of viruses which have been recovered following a catastrophic explosion at the end of a galactic war. Fratalin's own duties will only end when the mysterious Viyrans (*see V131*) arrive at the Station to collect the viruses and destroy them in the heart of Amethyst's sun, Amethustra. Fratalin has never met the Viyrans and has no idea what they look like, but he holds them in awe and believes that they are all powerful. His final action as Supervisor will be to facilitate the handover of the viruses to them, and he has no thoughts as to what he and his familiars will do after his duties are complete.

Fratalin is profoundly reasonable and patient. He normally speaks in a level voice, not quite devoid of emotion but certainly very restrained. In times of stress, he remains calm but can become agitated if the Station were to come under serious threat. Fratalin is a stickler for procedure, as to vary from the rules of the Station would be to place the mission under unnecessary risk.

As a Chogrophin with limited exposure to other lifeforms, Fratalin has little comprehension of what it would be like to be a "singular", his term for other species which cannot conjoin with each other. In general terms, he believes that they are less disciplined. Despite this, he retains an open mind, stating that the universe is so full of possibilities that it would be a waste of his energies to disbelieve what is presented to him. It is simpler to embrace rather than reject.

FRATALIN FAMILIAR

AWARENESS	3	PRESENCE	2
COORDINATION	3	RESOLVE	6
INGENUITY	4	STRENGTH	3

SKILLS

Athletics 1, Convince 1, Fighting 2, Medicine 4 (AoE: Virology), Science 3, Technology 3

TRAITS

Alien
Alien Appearance
Brave
By the Book
Natural Weapon (Special) – Smother: Protoplasmic flesh can envelope opponents to smother them (use the Drowning rules)
Obligation (Major) – Amethyst Viral Containment Station
Special – Group Entity (see *The Second Doctor Expanded Universe Sourcebook*)
Weakness (Special) – The death of any familiar causes pain and distress to the others, resulting in a -4 penalty on all actions for three Rounds

EQUIPMENT

Purifier Gun [Traits: Delete; Restrictions (Viruses only; cannot re-form). 1 Story Point.]

TECH LEVEL: 7

STORY POINTS: 6

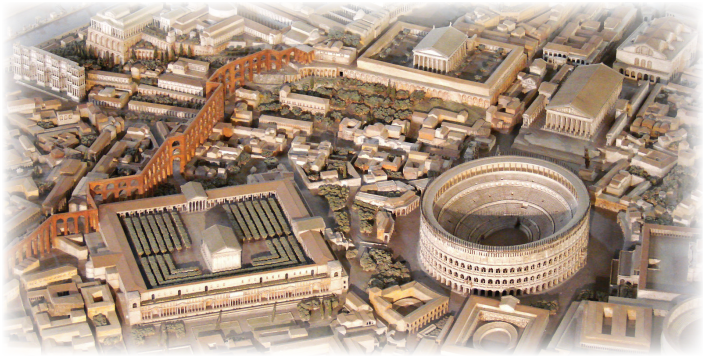
GAIUS JULIUS CAESAR & AURELIA COTTA *(100 BC)*

Gaius Julius Caesar and his wife Aurelia Cotta are the parents of the more famous Gaius Julius Caesar, who would grow up to become dictator of Rome. But when the Doctor and Evelyn visited them in 100 BC, they were parents only to their eldest daughter, Julia. Aurelia was pregnant with a second daughter, Julia Minor, and Julius would follow a year or so later.

In 100 BC, the great Caesar's parents have no inkling of the destiny that awaits their family. Although Gaius is already involved in politics, the couple are relatively poor and live in a block of high-rise flats in Rome - though they are not so poor as to be unable to own a few slaves. Gaius's political achievements are largely still ahead of him: tribune, quaestor, praetor and proconsul of Asia. He will die suddenly and unexpectedly in 85 BC at the age of forty-five, while putting on his shoes.

Aurelia Cotta is a member of the influential Aurelii and Rutilii families. Her father and paternal grandfather had both been consuls. Aurelia is a highly intelligent woman and carries herself with a regal bearing, despite her reduced circumstances at present. As her husband gains political success in the following decade, it will fall to Aurelia to bring up their children.

Due to a mix-up in dates, the Doctor and Evelyn (*see A6*) briefly believed that they had somehow changed the timelines and that Aurelia had given birth to a daughter instead of Julius. The Doctor was adamant that they should put things right, but Evelyn was convinced that a female on the throne of Rome would be a better thing for the future history of the world! It was only after an increasingly embarrassing series of attempts to outdo each other that they realised the mistake they had made.



GAIUS JULIUS CAESAR

AWARENESS	3	PRESENCE	4
COORDINATION	3	RESOLVE	3
INGENUITY	3	STRENGTH	3

SKILLS
Convince 3 (AoE: Oratory), Craft 1, Fighting 2, Knowledge 3, Subterfuge 1, Survival 2

TRAITS
Authority (Minor)
Voice of Authority

TECH LEVEL: 2

STORY POINTS: 6

AURELIA COTTA

AWARENESS	3	PRESENCE	3
COORDINATION	3	RESOLVE	4
INGENUITY	4	STRENGTH	2

SKILLS
Athletics 1, Convince 3, Craft 2, Knowledge 3, Subterfuge 2, Survival 1

TRAITS
Attractive
Friends (Major x2) – Political contacts

TECH LEVEL: 2

STORY POINTS: 6

GENESTA *(The Brink of Death)*

Genestarosaveras (pronounced with a soft G and usually shortened to Genesta) has all the hallmarks of being a renegade-Time-Lord-in-waiting. When she was young, she took part in a field trip to the planet Earth, to Yorkshire in the North of England to be exact. But she enjoyed it a bit too much, slipped away and spent several years there, until the Celestial Intervention Agency finally located her and brought her back to Gallifrey. By that time, Genesta had picked up the local dialect, and she has continued to talk with a broad Northern accent and pepper her speech with Yorkshire phrases.

On being returned to Gallifrey, Genesta completed her time at the Academy, but after graduation she found herself in a dull, dead-end job as a Demolition Coordinator. Decommissioning and demolishing time ships might sound like en exciting job. But not when your manager is a pedantic pen-pusher like Coordinator Storin. Because of her tendency to answer back and make snide remarks, Genesta already has several warnings on her record about her attitude.

Genesta has plans for the future though. She is studying Matrix diagnostics at night-school to get herself into a different career. Perhaps more relevant for a potential renegade, she has restored an old TARDIS to working condition, resulting in what the Doctor called "a nifty little number". Genesta also carries a Matrix Reader, a hand-held device which has a link to the Matrix itself. She can use this gadget to access useful information while out in the field, to perform a wide range of scans and even to update the Matrix with new information.

Demolition Coordinator Genesta stumbled across the Doctor while she was assigned to carry out the demolition of the CIA time station which had been used for the Doctor's trial (see *The Trial of a Time Lord*). The Doctor had been replaced by the Valeyard in his own timeline and was only minutes away from fading into oblivion. Genesta managed to stabilise his existence and then used her own TARDIS to enable him to pursue the Valeyard. The Doctor quickly warmed to Genesta, seeing something in her that reminded him of his own younger days. He even agreed that she could continue to travel with him after he had dealt with the Valeyard.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Did Genesta ever really exist?

At a critical point in the Doctor's encounter with his foe, Genesta's form shimmered and was replaced by that of the Valeyard. The Doctor could not work out when he had replaced Genesta, but her frequent reference to the Valeyard as the Knackers' Yard, the Scrapyard and the Boneyard – all derogatory terms the Doctor himself had used during his own trial – might be a clue that it was early on in their companionship. Perhaps she was never the real Genesta.

GENESTA

AWARENESS	4	PRESENCE	4
COORDINATION	3	RESOLVE	4
INGENUITY	5	STRENGTH	3

SKILLS
Athletics 1, Convince 3, Knowledge 3 (AoE: Demolitions), Marksman 1, Science 2, Subterfuge 2, Technology 4, Transport 3

TRAITS
Argumentative
Attractive
Code of Conduct
Eccentric (Minor)
Feel the Turn of the Universe
Gadget – Matrix Reader (see below)
Technically Adept
Time Lord
Vortex

EQUIPMENT
TARDIS (use the stats for a Decommissioned TARDIS from *The Time Traveller's Companion*)
Matrix Reader [Traits: Networked (Major: Linked to the Matrix), Scan, Transmit. Story Points: 4.]

TECH LEVEL: 10

STORY POINTS: 8

If the GM decides that the Genesta is actually the Valeyard, his own stats should be used instead of Genesta's (see *The Sixth Doctor Sourcebook*).

GOMORI *(Paper Cuts)*

Not all Draconians are warriors or nobles. Gomori, son of Gomori, is a good-hearted but poor fisher-catcher with a family and more eggs on the way. Or at least, so he says. He was selected by the Red Emperor to be one of the four vigilants tasked to complete three days of contemplation in the Emperor's tomb (*see L82*) in Imperial Heaven. As a poor fisher-catcher, Gomori represents the Lowest of Draconia among the vigilants, the others representing the Highest, the Bravest and the Wisest.

When the Prefect's guards came looking for Gomori, they dragged him away from his home and family despite his protestations. Unfortunately, they didn't believe him when he tried to tell them that they had the wrong peasant and that the real Gomori lives in the next village downstream. They ignored him when he tried to say he was actually a mudcroaker, a lamp-filler called Jumm. But Jumm soon realised that he wouldn't survive long if he kept up his claims, so he quickly gave in and went along with the general belief that he is in fact Gomori.

Like the fisher-catcher whose name he temporarily bears, "Gomori" dives deep into his pond to catch fish with his bare hands and earns a bowl of rice a day, if he's lucky. The fish he catches are for the local lord who processes them for their oil to light lamps. In return, Jumm gets just rice. Fisher-catcher or lamp-filler, Jumm always stinks of fish. He can't even afford a proper roof for his brood, and it takes all day for their mother and father to feed them.

Nevertheless, Jumm is happy with his lot. As far as being the Lowest in the Emperor's reckoning, Jumm considers that shows how deep the honourable nobles in their houses ever look. As far as lows are concerned, Jumm and the real Gomori are just paddling in the shallows.

Before he was taken by the Prefect's guards, Jumm had never even left his village before, let alone Draconia. Other places, places over the horizon, were just stories. So far as he knows, the world beyond his immediate surroundings is just made up! In the Emperor's tomb floating in orbit above the planet, Jumm is half convinced that he has been taken to the afterlife. The people that he finds there must surely be ghosts hungry for his soul. But although he is not without sin, his transgressions aren't stacked so high that he deserves to end up being eaten by spirits!

Jumm is not the adventurous type. He has spent his life trying not to get noticed and not to fall foul of his social betters. He will only be too happy to be able to return back to Draconia, back to his village, to resume his unimportant life with his poor but happy family. Jumm is a fatalist. It's not for him to try to buck the system or fight against his destiny. If backed into a corner, he might be able to summon up some surprising courage. With a bit of persuasion, he might even overcome his Unadventurous Trait, so long as he can go home to his family before long.

GOMORI

AWARENESS	3	PRESENCE	3
COORDINATION	3	RESOLVE	3
INGENUITY	2	STRENGTH	4

SKILLS
Athletics 4 (AoE: Swimming), Fighting 2, Marksman 1, Subterfuge 2, Survival 3

TRAITS
Alien
Alien Appearance
Impoverished
Lower Class
Unadventurous (Major)

TECH LEVEL: 6

STORY POINTS: 5

IMPOVERISHED – MINOR BAD TRAIT

A character with this Trait is strapped for cash and living in poverty. If they spend more than a trivial amount, it costs them a Story Point.

HEREWARD THE WAKE *(The Real Hereward)*

In 1066, William of Normandy defeated the forces of Harold Godwinson, the Saxon King of England, at the Battle of Hastings. History records that Harold died at Hastings, the result of an arrow striking his eye. But history may not be that simple, as the Doctor and Peri discovered when they found themselves in the English Fens a few weeks after the battle.

Although the death of Harold and the defeat of his army meant that the Norman Conquest was underway, William's rule was far from unopposed and pockets of resistance led by the Saxon lords held out for several years. One centre of resistance was in the Fens, a large area of largely impenetrable marshland which covered what is now North Cambridgeshire, South Lincolnshire and West Norfolk, with its centre on the Isle of Ely. One of the leaders of this resistance was Hereward the Wake, a Saxon whose historical details remain vague, with stories about him changing over time.

According to some of the more reliable sources, Hereward was living in Europe at the time of the Battle of Hastings, having been sent into exile by his father because of his disruptive behaviour. Hereward returned to England around 1069 to find that his family's land in South Lincolnshire had been confiscated by the Norman invaders and his brother's head had been set on a spike at the gate to his house. Hereward vowed revenge and worked with the forces of the Danish king Sweyn Estrithson in the sack of Peterborough Abbey, and with the Saxon earl Morcar in the defence of the Isle of Ely against the Norman army sent against them.

But the Doctor and Peri encountered a man identifying himself as Hereward the Wake in the Fens as early as late 1066, indicating that even the more reliable histories are in error. At this time, Hereward is leading a small force of Saxons who are being pursued by the Norman army. Hereward is planning on making an alliance with the Danes to force the Normans out of England. The Doctor realises that the Danes would never allow a Saxon back on the throne of England and advises against this plan. It is soon revealed that Hereward is in fact Harold Godwinson, who survived the Battle of Hastings and is secretly leading the resistance. The Doctor helps Harold and his men evade capture by the Normans and advises the King to maintain his identity as Hereward. Although the Doctor knows that Hereward will never be successful in driving William out of England, his role in harrying the invaders will maintain morale among the Saxons and prevent his people from ever fully accepting Norman rule.

As with much of Hereward's life, the history of his fate is much disputed by modern historians. The Saxon stronghold on the Isle of Ely fell to the Normans in 1071 after a prolonged struggle, but many accounts record that Hereward escaped capture. It may be that he was later killed by a group of Norman knights while on the verge of making peace with William; or it may be that he was eventually captured but pardoned; or he may have fled into exile, never to be heard of again.

HEREWARD THE WAKE

AWARENESS	3	PRESENCE	4
COORDINATION	3	RESOLVE	4
INGENUITY	3	STRENGTH	4

SKILLS
Athletics 3 (AoE: Horsemanship), Convince 4, Fighting 4, Knowledge 2, Marksman 3, Subterfuge 2, Survival 4

TRAITS
Adversary (Major) – Norman invaders
Dark Secret (Major)
Friends (Major) – Saxon resistance
Tough
Voice of Authority
Wanted (Major)

EQUIPMENT
Sword: Strength +2 damage
Chainmail Armour and Shield: 3 points of damage reduction

TECH LEVEL: 2

STORY POINTS: 12

ISAMBARD KINGDOM BRUNEL *(Iron Bright)*

Born in Portsmouth in 1806, Isambard Kingdom Brunel was perhaps the most prominent and prolific mechanical and civil engineer of the 19th Century. Among his achievements were the construction of the Thames Tunnel (the first tunnel to be excavated beneath a navigable river), Clifton Suspension Bridge in Bristol, a variety of projects on the Great Western Railway, and the design of the ships the *Great Western* (the longest ship in the world when it was launched in 1837), the *Great Britain* (longer again, launched in 1843) and the *Great Eastern* (by far the largest ship ever at the time of her launch in 1858).

Brunel's father, Marc, was a French-born engineer who had settled in England. He named his son Isambard, a word of Germanic origin meaning "Iron Bright", and was delighted when he followed in his footsteps as an engineer. Isambard is one of the Doctor's heroes, a great civil engineer and a genius of transportation. But when the Doctor met Brunel in 1828, he was still a young man of only twenty-one years. Brunel's great achievements are all ahead of him and he does not yet know what fate has in store. In fact, he is very much under the thumb of his domineering father, a larger-than-life personality with an iron will. The elder Brunel intimidates Isambard, who is desperate to prove to his father what he is capable of. But as the Doctor obliquely hints, all sons eclipse their fathers one day.

Isambard was always a small child, and even in adulthood he is not tall, standing only five feet three. Perhaps because of this, he habitually wears a tall stovepipe hat of a type that was fashionable at the time. But what Brunel lacks in height, he makes up for in bravado, and he certainly isn't afraid to stand up for himself!

In 1828, Isambard still lives under the same roof as his father, at the Brunel household in London. His father had been appointed chief engineer on the Thames Tunnel project four years previously, and Isambard has been supervising much of the work. For the past year, he has been formally employed as the resident engineer for the project. Although still very young, he has proven himself to be dedicated and brave, and he often has to personally face down the malcontents among his own workforce.

Brunel is already very aware of the value of grand gestures and public relations, and he is planning to host a banquet in the half-completed tunnel to celebrate the recommencement of work after a serious flood some months ago. In attendance will be many of the project's financial backers, who will be entertained by the band of the Coldstream Guards! Recent rumours of ghostly sightings (*see L55*) in the tunnel by some of the workmen will only add a further level of excitement to the occasion, won't they? Just so long as the spectral Blue Lady herself doesn't make an appearance!

Isambard Kingdom Brunel is a valuable ally, though he can be an impetuous one as he constantly strives to prove himself to others.

ISAMBARD KINGDOM BRUNEL

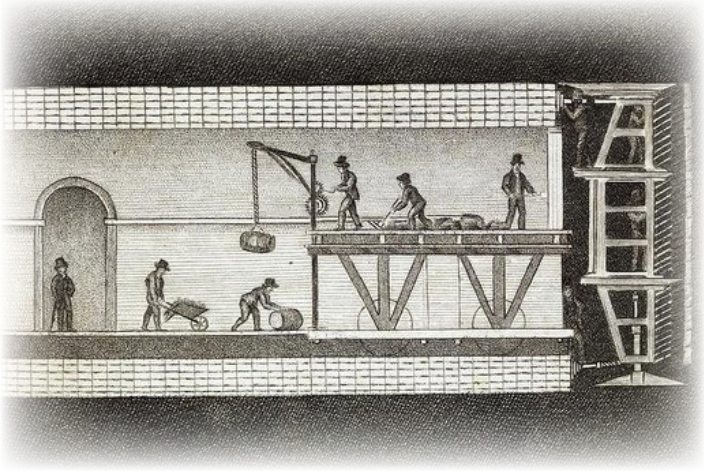
AWARENESS	3	PRESENCE	4
COORDINATION	3	RESOLVE	4
INGENUITY	4	STRENGTH	3

SKILLS
Athletics 3, Convince 3, Craft 4, Knowledge 3, Science 4, Subterfuge 2, Technology 4 (AoE: Engineering), Transport 3

TRAITS
Brave
Impulsive
Technically Adept
Wealthy (Minor)

TECH LEVEL: 4

STORY POINTS: 6



JACK CHANCE *(Mission: Impractical)*

Jack Chance has always had a thing for villainy. He always wanted to be a lovable scoundrel. Failing that, he'd settle for being a rich one. Which is precisely what he has done.

Ten years ago, Jack was the leader of a gang of criminals working out of Vandor Prime in the 60th Century (*see L86*). They targeted banks, safe deposit boxes, secure facilities, that sort of thing. And they were quite successful. Then they stole a cylinder, a relic of sorts, from the Council of Houses of the Veltrochni (see *The Second Doctor Expanded Universe Sourcebook*). Sabalom Glitz fenced it for them and Jack retired on the proceeds.

Ten years later and Jack is pushing sixty, but has taken just enough rejuvenation treatment to look twenty years younger. In terms of fitness, it makes him a good thirty years younger. He keeps the faint touches of grey in his coiffured mane though, as he feels it gives a respectable air that attracts the girls. Youthfulness and maturity in one package, and not a downside in sight.

Jack has used the proceeds of the gang's final caper to set up "Jack's Café Terrestriale" on Vandor Prime. "Café" is perhaps too small a word for the building's nature. It's a modest-sized galleria mall, with bars, eateries and amusement areas encircling a wide indoor park on the ground level. This is all overlooked from above by several holo-theatres, and a true amphitheatre for live performances. Above that, with access strictly monitored, are a variety of casinos and entertainment palaces of the less family-oriented kind.

Every concession in the Café Terrestriale has Ancient Earth as its theme. A copy of the 1920s era Maxims restaurant snuggles in between a Western saloon and a wine bar. Neon and glass bulbs meticulously recreated from images of Las Vegas light the area from the casinos above. It is a spectacularly perverse mix of styles unseen for millennia. It is also, of course, supremely tasteless, though no one alive in the eras which have been recreated is still around to explain this fact to the masses who frequent the place.

Jack monitors these masses from what can be considered a sunken office in the roof, which is ringed by a circular window that gives an unobstructed view all around the Café Terrestriale. The glass is one way, since Jack has been known to use the office for bedtime escapades with whoever takes his fancy.

Jack Chance is happy in his retirement and will need some convincing to get involved in anything that puts it at risk. He might be a thrill-seeker but he isn't exactly desperate for a way out of his lifestyle. However, if somebody could convince Jack that it would be to his advantage to get involved in some new action, his outfit of choice would involve calf-length fancy boots and a knee-length leather jacket that almost conceals a shortened plasma rifle strapped to his thigh. Jack Chance is a smooth operator and likes to look the part.

JACK CHANCE

AWARENESS	3	PRESENCE	5
COORDINATION	4	RESOLVE	3
INGENUITY	3	STRENGTH	3

SKILLS
Athletics 3, Convince 4, Fighting 3, Knowledge 1, Marksman 4, Subterfuge 4, Survival 1, Technology 2, Transport 2

TRAITS
Attractive
Charming
Experienced x2
Lucky
Quick Reflexes
Wanted (Minor) – There are still parts of his past that haven't yet caught up with Jack!
Wealthy (Major)

EQUIPMENT
Blaster Pistol: 5(2/5/7) damage
Plasma Rifle: L(4/L/L) damage

TECH LEVEL: 8

STORY POINTS: 6

JANINE FOSTER *(The Reaping)*

The relationship between Peri and her mother Janine had always been a spikey one even before Peri had vanished during the family's holiday on Lanzarote. Janine's first husband, Paul Brown, was Peri's father, but he died in a boating accident in 1979. Janine later married Howard Foster who, like both Janine and Paul, was an archaeologist. As a result of their professions, Peri spent as much of her youth travelling the world on expeditions with her parents as she did at home with her friends in Baltimore.

When Peri disappeared on her travels with the Doctor, Howard rather glibly told his wife that she had gone travelling with two men she had met. Four months later, Peri reappeared out of the blue after learning of the death of a family friend, Anthony Chambers, with the Doctor in tow. By now, Janine is in her forties and is a striking woman (at least, according to the Doctor). Since Lanzarote, she and Howard have split up, and Janine blames Peri for this. In truth, there were already cracks in their relationship, and Janine believes that Howard was somehow responsible for Peri's disappearance. Howard had been abusive towards Peri, though it's unclear whether Janine was aware of this and just turned a blind eye.

In Peri's absence, Janine has become closer to Anthony Chambers' children, Nate and Kathy (see *The Fifth Doctor Expanded Universe Sourcebook*), viewing Kathy almost as a surrogate daughter. In return, the pair have speculated among themselves as to whether Janine would get together with their father, a widower, now that Howard has gone. But with the death of Anthony, this was never to be.

Janine also remains friendly with Dominique van Gysegham, an elderly woman with a series of late husbands behind her (plus one descending into senility in Miami) and a loud disdain for Peri. Janine first met Mrs van Gysegham on Lanzarote and the pair have kept in touch since then, the old lady often visiting her in Baltimore.

Janine has a stubborn streak – which is presumably where Peri gets hers from. Once she has made her mind up about something, it is difficult to change it, even in the face of evidence to the contrary. Often, she simply doesn't listen to what people are telling her and continues on her own path, oblivious to the opinions of others.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

During Peri's return to Baltimore in 1984, four months after her disappearance on Lanzarote, Janine and Mrs van Gysegham were both killed when a piece of cyber-technology self-destructed. As a result, a distraught Peri resumed her travels with the Doctor.

But of course, this need not happen in your game. Perhaps Janine survived the explosion, or perhaps it never occurred. In these circumstances, would Peri have remained on Earth and reconciled with her mother? Or would they have parted company on less than friendly terms? Maybe Janine Foster reappears in Peri's life from time to time, finding her daughter's nomadic lifestyle and her travelling companion less than satisfactory!

JANINE FOSTER

AWARENESS	3	PRESENCE	4
COORDINATION	3	RESOLVE	4
INGENUITY	3	STRENGTH	2

SKILLS
Athletics 1, Convince 4, Craft 2, Knowledge 3 (AoE: Archaeology), Science 1, Subterfuge 2, Technology 1, Transport 2

TRAITS
Argumentative
Attractive
Emotional Complication (Minor) – Peri
Stubborn – Has a +2 bonus to resist attempts to change her mind

TECH LEVEL: 5

STORY POINTS: 6

JARED RAMON

(The Crimes of Thomas Brewster, The Curse of Davros)

Jared Ramon is the fiancé, later the husband, of the Doctor's travelling companion Flip Jackson (*see A7*). When the Doctor met him in 2011 and 2012, Jared was in his late teens. The couple have already left school and, although Flip was working at the local supermarket, Jared has yet to secure a long-term job. Instead, he picks up bits and pieces of work here and there to keep himself solvent. One of his mates, Dodgy Steve, sometimes puts an opportunity Jared's way, but so far nothing permanent.

Jared was born in Plumstead, a district of Greenwich in South-East London. He's London born and bred, and like Flip speaks with a strong South London accent and terminology. Although Flip yearns for a bit of adventure, or something different at least, Jared is happy for them to spend their time drinking with their mates and going to their usual nightclubs at the weekends, catching the last bus back home. He doesn't really have much in the way of ambitions. That's not to say that he's not a nice guy. In fact, Jared can be friendly and helpful if needed. He just doesn't have much "oomph", something that Flip occasionally finds frustrating about him.

Jared and Flip first encountered the Doctor when the tube train they were on was transported to the alien world of Symbios (*see L78*) where they were co-opted to fight against the robotic Terravore (*see V122*). After they were returned to Earth, they resumed their normal lives. But a year later, they witnessed a Dalek pod crashing near their flat and helped the Doctor foil a Dalek plan to change Earth history. On this occasion, Jared travelled through time and was excited to meet both Napoléon (*see V75*) and the Duke of Wellington at the Battle of Waterloo.

Although Flip made a last-minute decision to travel with the Doctor, Jared returned home again. When Flip eventually returned to him, the couple got married – though Flip was almost immediately dragged away through time and space again during the disco at their reception!

JARED RAMON

AWARENESS	3	PRESENCE	3
COORDINATION	3	RESOLVE	3
INGENUITY	2	STRENGTH	3

SKILLS
Athletics 3, Convince 2, Craft 3, Fighting 1, Knowledge 1, Subterfuge 3, Survival 2, Technology 2, Transport 2

TRAITS
Brave
Inexperienced
Run for Your Life!

TECH LEVEL: 5

STORY POINTS: 15

RAHMAN OR RAMON?

In the two stories in which Jared has actually featured to date, his surname is given as Rahman, both in the scripts and as pronounced (RAH-man), and he is described as being ethnically second-generation Indian/Pakistani. However, when Flip is reintroduced in *Quicksilver*, immediately after her wedding to Jared, she is referred to as Mrs Ramon, spelled and pronounced as the Spanish name (ra-MON), and this has been the case ever since.

Clearly this is the result of a miscommunication between writers and it is unlikely to be corrected (or even referred to) by Big Finish now. However, enterprising GMs might wish to use this to add an extra dimension to Jared's otherwise straightforward background. Setting aside the remote possibility that Flip has dated two entirely different men with very similar names, what could have caused this change, and why has it gone unremarked even by Flip? Has the original Jared been replaced by an imperfect doppelganger? Or has something happened to his timeline? Surely Flip's friendship with the Doctor, a time travelling alien who seems to be a magnet for strange phenomena, can be no coincidence?

JOHN HALLAM *(Catch-1782)*

In 2003, Dr J.B. Hallam – Melanie Bush's Uncle John – is a member of the National Foundation for Scientific Research, an independent organisation located in rural Berkshire. In fact, John lives at the Foundation, his family having owned the building, Hallam Hall, for three hundred years, and John is leasing it to them. Unlike many of his colleagues, John is only an amateur scientist, occasionally dabbling in chemistry. His true area of expertise is history, and his work for the Foundation is largely on carbon dating. Nevertheless, it was her Uncle John who got Mel hooked on science in the first place!

2003 is the centenary year of the Foundation and there is a celebration planned, something which the Doctor is interested in attending. There will be a drinks reception, a few speeches and the burial of a time capsule. The capsule is a metal canister containing various small items selected by the staff, which they hope will be of interest to those who open it at some indeterminate future time - though having seen the unimaginative collection of bric-a-brac, John is doubtful of that!

The metal of the capsule is a new alloy developed by the Foundation in connection with a project for the Space Agency. It has some unusual properties, though Mel's uncle is a little vague on the details. Something to do with particle acceleration and unstable chrono-atoms. The prototype proved to be a little problematic, though John still has it in his rooms. Perhaps it is somehow responsible for the kink in time that the TARDIS detected when they arrived? But when an old wooden casket is dug up during the ceremony of burying the time capsule and is found to contain the self-same prototype, it provides a conundrum for the Doctor and John.

Unfortunately, the prototype's proximity to the TARDIS has increased its instability and before the Doctor realises what it can do, it throws the nearest person back through time. Another of John's interests is genealogy, and Mel had been studying the family tree he has drawn up and his notes about one of their ancestors in particular: Henry Hallam (*see V42*), the master of Hallam Hall in 1781. Consequently, the prototype threw Mel back to the year she was focussed on, specifically 12th December 1781 and an encounter with Henry!

John Hallam is a genial old buffer and is very fond of his niece, immediately wanting to help rescue her (though he needed to see the inside of the TARDIS before he believed the Doctor's claim of being a time traveller). He therefore found himself to be a temporary travelling companion of the Doctor, as they ventured back over two hundred years to find Mel. John is also fond of his pet cat, Jupiter, with whom he shares his rooms at Hallam Hall. In fact, he even wanted the take Jupiter with him in the TARDIS, to ensure he was fed on time. Needless to say, the Doctor refused entrance to John's feline friend!

JOHN HALLAM

AWARENESS	3	PRESENCE	4
COORDINATION	3	RESOLVE	3
INGENUITY	4	STRENGTH	2

SKILLS
Convince 3, Craft 2, Knowledge 4 (AoE: History), Science 3 (AoE: Chemistry), Technology 2, Transport 2

TRAITS
Face in the Crowd
Wealthy (Minor)

TECH LEVEL: 5

STORY POINTS: 4

KANE *(Burning Heart)*

Kane cuts a sardonic figure in the Habitat of the planetoid of Dramos in the 32nd Century (*see L26*). Tallish, youngish, with a lopsided sneer of a smile, and usually wearing his trademark leather jacket. He is seemingly always on the fringe of the action, whether it involves the oppressive Church of Adjudication (*see A33*) which governs the Habitat, or the rallies of Human First, officially opposed to the brutality of the Adjudicators but with an inner cadre of human supremacists called White Fire.

Kane's family-clan have legends of a mysterious god-like figure called the Doctor. Personally, Kane doesn't believe a word of it. The stories tell of a little guy who was in some undefined way infinitely larger on the inside than on the out, who had taken on the monsters and shown people how to beat them. Half a millennium ago, one of Kane's ancestors, Professor Bernice Summerfield, had met this Doctor and travelled with him. The experience, or the Doctor, or both, had changed her, made her stronger. In the family tradition, Kane is named Benny after her.

But when Kane meets the 6th Doctor on Dramos, he can't believe it's the legend come to life. After all, he should be a little man with a funny accent, shouldn't he? Though hadn't there been something in the stories about the Doctor being able to change his appearance at will? Either way, it's like meeting somebody who claims calmly and in all seriousness to be God. It's disquieting and, in some vague emotional sense, you never quite know.

Kane's lover, Nadia Chong, works as an operator in the central control of the Church of Adjudication, providing intel and support to the Adjudicators out in the field. Nadia has been using her position to hack into the Habitat's central supply databanks and allocate herself an extra power level for her apartment. It's only a matter of time before somebody cottons on to her activities, which could compromise Kane by association. But Kane loves Nadia passionately and would die before allowing anything to happen to her.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Kane works for the Undercover Operations Section of the Church of Adjudication. He's a covert Adjudicator whose job is to infiltrate the ranks of those who would threaten the stability of the Habitat. At the moment, he's investigating Human First, looking for a way to get into the inner circle. Perhaps the Doctor's travelling companion, Peri Brown, might provide an opportunity if he can befriend her. She seems to believe Human First's PR that they are only protesting about the brutality of the Adjudicators.

Unofficially, Kane is also becoming worried about the Church of Adjudication itself. Its methods are becoming more and more repressive, while the rights of the citizens are being eroded away by each new piece of legislation. Added to this, the Church is headed by High Churchman Garon, who seems to be becoming more fanatical. Could the rumours be true that Garon really worships a god in the machine? In OBERON, the computer system that is the lynchpin to the Church maintaining law and order in the Habitat?

KANE

AWARENESS	4	PRESENCE	4
COORDINATION	4	RESOLVE	3
INGENUITY	3	STRENGTH	3

SKILLS
Athletics 3, Convince 3, Fighting 2, Marksman 4, Medicine 1, Subterfuge 4, Technology 2, Transport 2

TRAITS
Attractive
Authority (Minor) – Adjudicator
Brave
Charming
Devotion – Nadia Chong
Experienced
Quick Reflexes

TECH LEVEL: 7

STORY POINTS: 9

KAON *(War-Game, et al.)*

When the Doctor and Frobisher (*see A8*) first met Kaon, the Draconian had been stranded on a planet coded U-235 (local name: Actinon) for many years. Actinon is largely covered in desert and is home to a non-technological society of human-like people at around the same level of development as Europe in the Dark Ages.

Many years before, the craft taking Kaon to an outlying planet of the Draconian Empire ran into a meteor field. The ship was disabled and crash-landed on Actinon. Only Kaon and his wife survived. They pulled themselves out of the wreckage and almost immediately were set upon by the warlike natives. They were no match for Kaon, who was much younger then, and soon he became a leader to a small group of these people. Although Kaon considered them to be barbarians, he found that their philosophies are not dissimilar to those of the Draconians, and that they are fierce and loyal. In a few short months, with the help of his warriors, Kaon had established himself as one of the most powerful warlords in the region. He secured lands for himself and tried to be a good ruler over his people while he waited for a rescue ship to arrive, a rescue ship that has never appeared.

A few years later, Kaon's wife died in childbirth, but their daughter survived. Soon, Kaon no longer minded that she was a mere female. He taught young Kara all about the art of war and she became a fine son. Life on Actinon was good. Apart from the occasional skirmish, Kaon has lived in peace with his neighbours, though his old nemesis Vegar the Vengeful is ever watchful for an opportunity to strike at the Draconian and his daughter, now grown into a young woman.

The next time the Doctor and Frobisher met Kaon, it was much earlier in the Draconian's life, when he was the bodyguard of the Emperor himself. Kaon accompanied the Emperor to the Galactic Alliance Summit, convened in the Ankara System to discuss the threat posed by the Skeletoids, a race of cyborgs which had been rampaging through the galaxy. Even the Daleks and the Cybermen had proved to be no match for the Skeletoids, and their army was now threatening the Planetary Federation. The Draconian Empire would be next.

Instead of remaining with the Emperor for the Summit, Kaon had remembered an old Draconian legend which tells of a band of six warriors who will save the Empire. Recruiting the Doctor and Frobisher into his group, Kaon led them to the planet Vespin, homeworld of the Skeletoids, in order to deal with the threat directly.

Kaon is brave and honourable. In his youth, his teacher told him that a warrior is always relaxed but never relaxes his attention. Kaon is highly proficient in all forms of combat, but most especially the various types of Draconian blades. A Draconian warrior's sword is his soul, his honour and his duty. But the sword is far from the only weapon in a Draconian's arsenal.

KAON

AWARENESS	4	PRESENCE	5
COORDINATION	3	RESOLVE	5
INGENUITY	3	STRENGTH	3

SKILLS
Athletics 3, Convince 2, Fighting 4 (AoE: Swords), Marksman 4 (AoE: Shurk'n), Medicine 1, Subterfuge 2, Survival 3, Technology 2, Transport 3

TRAITS
Adversary (Minor) – Vegar the Vengeful
Alien
Alien Appearance
Authority (Minor) – Warlord
Brave
Code of Conduct (Major) – Code of Honour
Quick Reflexes

EQUIPMENT
Sword: Strength +2 damage
Shurk'n: 3(1/3/4) damage

TECH LEVEL: 6

STORY POINTS: 6

KAON AS THE EMPEROR'S BODYGUARD

Attributes: Increase Coordination and Strength to 4.
Skills: Increase Fighting and Marksman to 5.
Traits: Replace Adversary and Authority with Obligation (Major) – Emperor

KATY BELL *(The Carrionite Curse)*

Katy Bell is another example of an "almost-companion" of the 6th Doctor, similar to Claire Aldwych. Katy was originally from a small town in the West Midlands. When the Doctor met her in the 1980s, she had left home to study political science at polytechnic. To be honest, she thinks her home town to be really boring and in any case she didn't really have any friends there. Katy is a Goth, and her taste in make-up, clothes and music alienated her from anyone else of her age. She has a distinctive Goth appearance with her dark clothes, pale face and thick mascara.

Katy's father is the Reverend Douglas Bell, the parish vicar, whose wife passed away only recently. As a result, she has been coming back to see her father more frequently. Reverend Bell loves Katy despite her rebellious tendencies, and in fact has one or two odd quirks of his own. He is particularly interested in historical accounts of witchcraft and has a collection of books on the subject.

Katy does not particularly display the stereotypical gloomy Goth disposition. In fact, she is very witty, if with a strong streak of sarcasm, and scoffs at the Doctor's pretensions. She has never been good at hiding what she thinks. Perhaps because of her father's interests, Katy is open-minded about things such as witchcraft, aliens, time travel and even the TARDIS being bigger on the inside. She finds the concept of being able to travel anywhere in time and space to be very appealing and has asked the Doctor to take her with him. Although he is undoubtedly tempted by this, he is concerned that her father will then have nobody to be with him following his wife's death.

Katy wears an unusual necklace with a pendant in the shape of concentric tetradecagons with a word in Babylonian script that she is disappointed to learn from the Doctor merely says "Dudley". Well, what can she expect from something she picked up for 5p in a charity shop?

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

According to Katy's dad, the town has been plagued by witches for centuries, and odd things have been happening in recent months, ever since some building work was carried out on the Town Hall. There has been a spate of deaths, accidents, scandals and disappearances, all connected with the Town Hall and those who work there. The building's foundations used stones recovered from the Globe Theatre after it burnt down in 1613. They were imbued with the spirits of the Carrionites which the 10th Doctor had defeated (will defeat?) fourteen years earlier, and the building work released them.

Since then the Carrionites have possessed three of the town's women and used their witchcraft to cause all sorts of mischief. They also manipulated Katy into buying her distinctive necklace, which forms a link between their minds and hers. As a result, they can take control of Katy's body whenever they wish.

KATY BELL

AWARENESS	4	PRESENCE	4
COORDINATION	3	RESOLVE	4
INGENUITY	4	STRENGTH	2

SKILLS
Athletics 2, Convince 3, Craft 3, Fighting 2, Knowledge 3 (AoE: Political Science), Marksman 1, Science 1, Subterfuge 3, Technology 2

TRAITS
Brave
Distinctive
Insatiable Curiosity
Run for Your Life!

EQUIPMENT
Necklace: Provides the Carrionites with Hypnosis (Major) to control the wearer whenever they need to

TECH LEVEL: 5

STORY POINTS: 12

Despite this, Katy was ultimately able to resist the Carrionites long enough to sacrifice herself in order to destroy the Carrionites.

THE KAVEECH *(The First Sontarans)*

The Kaveech are a species virtually identical to humans. Two of their number, Meredit Roath and his wife Liandra, were hiding in rural England in 1872, living out their lives running a village pub. Meredit claimed that his homeworld had been invaded by the Sontarans as it was held to be strategically important. In the pub's cellar, he was working on weapons to protect himself and his fellow Kaveech to ensure that his race was not obliterated by the Sontarans who pursued them.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

What Roath is less willing to reveal is that the Kaveech were the original inhabitants of the planet Sontar – and the Sontarans' creators. Thousands of years ago, the Rutan Host launched an attack on Sontar without warning. There followed wave after wave of assaults until the Kaveech were on the brink of defeat. Meredit Roath was head of the Science Directorate and proposed using his experimental clone breeding programme to produce an army of ruthless clone warriors bred only for war: the Sontarans!

On the high-gravity world of Almis, a moon of Sontar, three million Sontarans hatched in one week and turned the tide of the war against the Rutans before turning on their parent race both for being a weaker species and for possessing knowledge of Sontaran biology and weaknesses. As the Kaveech were celebrating the victory over the Rutans, the Sontarans started killing every Kaveech they saw.

After their uprising had virtually eradicated the Kaveech, the Sontarans destroyed and erased all record of their creators. But not before a few hundred escaped the planet. Since then, the Kaveech refugees have lived in exile from their homeworld, moving from planet to planet as the pursuing Sontarans track them down. The Kaveech have rudimentary time travel technology. They are unable to travel into the past, but they were able to escape into the future. They escaped to various points in the Milky Way in the mid-19th Century. Meredit and Liandra secreted themselves on Earth and others have since followed. They have a spaceship in orbit, ready to take them all away in the event of an emergency.

In his cellar laboratory, Meredit has developed a bio-specific gun encoded to Sontaran DNA. Its energies target the Sontarans' clone cellular structure, beginning with antrocytes in the brain, then agitating the body's stromal cells and breaking down the haematopoietic system leading to total cellular collapse in seconds. In non-Sontaran species, it would cause nothing more than a mild headache. Meredit considers the gun to be a proof of concept, and hopes that the technology can be extrapolated to larger platforms and deployed against battalions, even planets full of Sontaran clones.

Following the arrival of Fleet Marshal Jaka's forces (*see V31*), Earth is too dangerous for the Kaveech to stay. They intend to find somewhere safe, away from the Sontarans, and the Doctor has suggested a world well away from the space lanes whose indigenous population is friendly and with a hospitality that's second to none. It doesn't even have a name; the population have never felt the need.

MEREDIT ROATH

AWARENESS	4	PRESENCE	3
COORDINATION	3	RESOLVE	4
INGENUITY	5	STRENGTH	3

SKILLS
Convince 2, Marksman 3, Medicine 5 (AoE: Genetics), Science 3 (AoE: Biology & Chemistry), Subterfuge 2, Survival 1, Technology 4, Transport 1

TRAITS
Adversary (Major) – Sontarans
Bio-Chemical Genius
Devotion - Liandra
Technically Adept
Vortex

EQUIPMENT
Anti-Sontaran Gun: 8(4/8/8) damage vs Sontarans only; if even 1 point gets past a Sontaran's Armour, it is killed

TECH LEVEL: 7

STORY POINTS: 6

KINVAR *(Quicksilver)*

Kinvar was born to wage war. Although he looks human (well, almost – there's something not quite right about the hair), he is actually an organic AI. More than that, he is a living being whose purpose was determined by directed evolution. He was intended to be the living battle computer of the Vilal (*see V129*), the latest in several generations of vessels for their intelligence and knowledge, while their strength and power was directed into their soldiers. Except that in the case of Kinvar, self-awareness has provoked a new emotion: fear. Kinvar is no coward, but he has no desire to kill.

Kinvar and his predecessors are called the Helms of Vilal. When each Helm comes of age and becomes self-aware, a psychic link is made between the Helm and the Vilal. Before Kinvar's psychic link was made, he awoke and saw his future chained to the Vilal army. He did not choose to fight, and so he ran.

Somehow, Kinvar found his way to Earth, to London in 1943. While he was still in Britain, Kinvar detected the presence of the TARDIS. Thinking the Doctor could help him, he headed to Bletchley but arrived too late. The Doctor, along with Leading Wren Constance Clarke (*see A4*), had already departed. Thinking they might come back, he found Mrs Clarke's house and kept watch. It was at this point that he made contact with the British Secret Intelligence Service and met Constance's husband, Lieutenant Commander Henry Clarke (*see A60*) of British Naval Intelligence.

In return for the help of British Intelligence, Kinvar gave Henry his psychic connector, the device also known as the Helm of Vilal. Unsurprisingly, British Intelligence found it to be most interesting and have used it to develop their own devices under the codename Quicksilver. The Quicksilver devices are cruder and bulkier than the Helm. The British haven't realised the full potential of the Helm and believe it to be merely capable of eavesdropping, rather than controlling minds. In Vienna (*see L87*), their Quicksilver devices are connected to the telephone network in the sewers and are used to spy on the Russian embassy.

If he is reunited with the Helm of Vilal, Kinvar can take command of the Vilal soldiers. Within the psychic network, he can coordinate the troops, making them faster and more efficient. He can even see through their eyes and target their weapons for them, using his own Marksman skill instead of theirs.

Without the Helm, Kinvar is a nervous individual, lacking in self-confidence. Connected to the Helm, he is a completely different person.

KINVAR

AWARENESS	4	PRESENCE	2
COORDINATION	3	RESOLVE	3
INGENUITY	5	STRENGTH	2

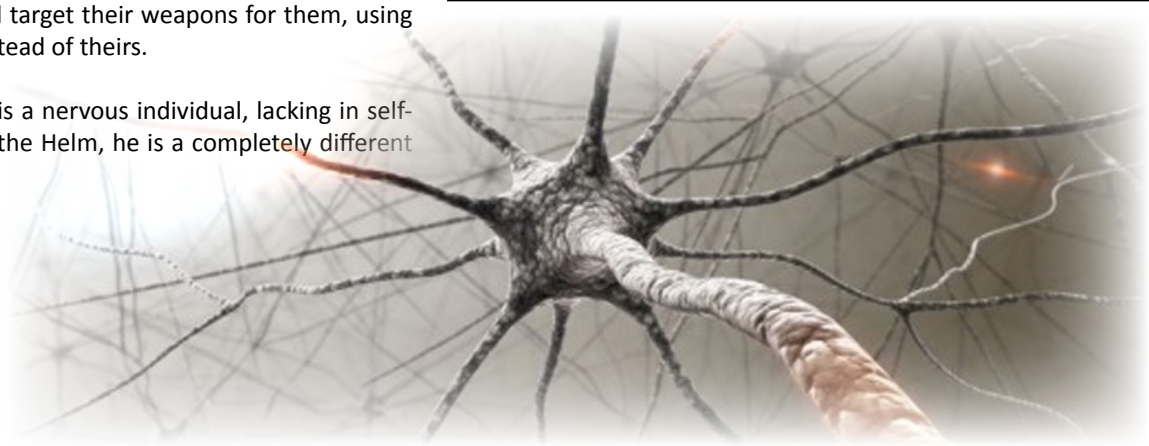
SKILLS
Fighting 1, Knowledge 5 (AoE: Military Tactics), Marksman 5, Medicine 3, Science 2, Subterfuge 3, Technology 5, Transport 4

TRAITS
Code of Conduct (Major) – Doesn't want to fight
Distinctive
Wanted (Major)

TECH LEVEL: 8

STORY POINTS: 8

THE HELM OF VILAL [Special Gadget]
Traits: Area Effect (Major x3), Hypnosis (Major), Networked (Major), Psychic (Special)
Cost: 12 points



LIEUTENANT-COLONEL LEWIS PRICE *(Hour of the Cybermen)*

During the post-Brigadier Lethbridge-Stewart/post-Colonel Crichton years of the 1980s, a new cadre of UNIT officers was at the helm of the UK's branch of UNIT. During this period, the commanding officer was Lieutenant-Colonel Lewis Price. A number of seconds-in-command came and went, but one junior officer was also a regular feature during that time, in the person of medical officer Lieutenant Daniel Hopkins (*see A61*).

Lieutenant-Colonel Lewis Price (usually addressed as "Colonel" in accordance with British Army protocol) is a professional soldier and a strict disciplinarian with his troops. The first time he met the Doctor, the Time Lord was in his 5th incarnation. Price was unimpressed with the Doctor's reputation in UNIT and the stories of his exploits that he had read about in the files. So far as Price was concerned, the Doctor was another alien he had to contend with, and he was much more in favour of locking him up in order to keep him out of the way than let him assist in his investigation of a crashed alien spaceship. It was the much more personable Lieutenant Hopkins that the Doctor struck up a friendship with.

In return, the Doctor was sadly unimpressed with the Lieutenant-Colonel's leadership on that occasion and was disappointed at the direction that UNIT seemed to be heading in after the glory years of his old friend Lethbridge-Stewart. Lewis Price is very much a professional action man in the Bodie/Doyle mould. He is certainly a brave soldier and does not hesitate to lead his men from the front. In fact, the Doctor despaired somewhat at Price's occasionally impetuous nature, leading his troops in all guns blazing rather than waiting for a more peaceful solution.

Price considered the Doctor to have no official function in the UNIT of the 1980s. If anything, he considers that the Doctor is guilty of desertion of duty. Price seems to have a low opinion of the Doctor's scientific approach and may in fact even be prepared to shoot the Time Lord if he fails to obey orders! But despite all this, it was Lewis Price who summoned the Doctor back to Earth during a later emergency, and it was Lieutenant Hopkins who tried to convince him not to, believing that UNIT needs to stand on its own feet.

On this second encounter with the Doctor, it was the more abrasive sixth incarnation which answered the summons. By this time, Lieutenant-Colonel Price has mellowed a little and is more willing to give the Doctor a chance, particularly as the military approach has no means of fighting the latest emergency, a mysterious drought which is bringing Great Britain to its knees.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The Doctor soon discovered that the drought was being masterminded by the Cybermen using a dehydration pulse weapon. As usual, Lieutenant-Colonel Price led his men into action and even managed to get aboard a Cyberman ship. But Price was tragically shot down and killed by one of his own men, Lieutenant Hopkins, who was by now a willing ally of the Cybermen.

LIEUTENANT-COLONEL LEWIS PRICE

AWARENESS	3	PRESENCE	4
COORDINATION	3	RESOLVE	4
INGENUITY	3	STRENGTH	4

SKILLS
Athletics 2, Convince 2, Fighting 3, Knowledge 3 (AoE: Military Tactics), Marksman 4, Subterfuge 1, Survival 1, Technology 1, Transport 2

TRAITS
Brave
By the Book
Experienced x2
Five Rounds Rapid
Friends (Major) – UNIT
Impulsive
Military Rank (Major) – Lieutenant-Colonel
Obligation (Major) – UNIT
Tough
Voice of Authority

EQUIPMENT
Pistol: 5(2/5/7) damage

TECH LEVEL: 5

STORY POINTS: 6

LIEUTENANT COMMANDER HENRY CLARKE *(Quicksilver)*

In 1944, Lieutenant Commander Henry Clarke of British Naval Intelligence was reported lost in action. But his wife, Leading Wren Constance Clarke (*see A4*), was not at home to receive the official telegram notifying her of his death. She was already travelling in time and space with the Doctor.

In November 1943, Henry had been posted to special duties. All he could tell his wife was that he was going overseas on classified operations. But the orders he received were that he was being sent to Vienna (*see L87*) where he would work undercover as a trader in fine linens, secretly helping the underground resistance and fugitive Romanian agents.

Constance was used to this, of course, and in return Henry didn't know the true nature of Constance's work at Bletchley Park. So far as he was aware, his wife did the filing and typing, and maybe a bit of translation. But just before Henry departed in a staff car, Constance accidentally found something in Henry's coat pocket that would change her view of him: a letter written to Henry, clearly by a woman who was in love with him. Constance didn't confront Henry with it at the time, and her mind was still filled with unanswered questions when the Doctor arrived at Bletchley months later.

After several adventures with the Doctor, Constance decided that it was time to go home and resume her responsibilities. The TARDIS brought her to late 1944, almost a year after she had left, and to the telegram advising her that Henry was lost in action. They couldn't even tell her where it had happened.

So it was a huge shock when Constance bumped into Henry alive and well in Vienna in 1948. In the aftermath of the war, he was now called Harry Cook, owner of a clothing shop and, to Constance's horror, was married to a Romanian woman called Ana. Officially he was a civilian, but secretly he was still working for Naval Intelligence on an operation codenamed Quicksilver. Henry had used the opportunity that the war had provided to abandon his wife and set up a new life for himself.

Henry is certainly not the bravest of men when it comes to personal relationships, and neither is he the most ethical. He considers that he and Constance were too young when they married and that the marriage had already been failing when he left. Constance cannot forgive him for this and firmly believes that he should have worked harder at keeping them together, as she had done.

Henry's duplicitous nature in his personal life echoes his professional one. Operation Quicksilver started when Henry obtained components of a psychic device from an alien fugitive (*see V58*), which the British are now using to spy on the Russians. But Henry has since made a deal with the brutal Vilal to provide them with Flip Jackson (*see A7*), who they believe can lead them to the Doctor. He is also betraying his country by agreeing to provide the Russians with the alien components in return for allowing him and Ana to defect to Romania.

Despite all this, Henry is not a true villain, just somebody who has made some dubious decisions. All he wants is to do the best for Ana, particularly now that she is pregnant.

HENRY CLARKE

AWARENESS	3	PRESENCE	4
COORDINATION	3	RESOLVE	3
INGENUITY	4	STRENGTH	3

SKILLS
Athletics 2, Convince 3, Fighting 2, Knowledge 1, Marksman 3, Medicine 1, Subterfuge 4, Survival 3, Technology 1, Transport 2

TRAITS
Charming
Dark Secret (Minor) – Bigamist
Devotion (Major) - Ana
Military Rank (Major x3) – Lieutenant Commander
Selfish

EQUIPMENT
Revolver: 5(2/5/7) damage

TECH LEVEL: 4

STORY POINTS: 6

LIEUTENANT DANIEL HOPKINS *(Hour of the Cybermen)*

Lieutenant Daniel Hopkins served as UNIT's Medical Officer for several years during the 1980s, working under Lieutenant-Colonel Lewis Price (*see A59*). Daniel was the affable face of UNIT in comparison with Price's often humourless but professional commanding officer. When the 5th Doctor first encountered this team, Price was the one who mistrusted the Time Lord, treating him with the same suspicion that he gave to most aliens, while Daniel was pleased to finally meet the legend he had read about in the UNIT files.

At this time in his life, Daniel Hopkins was an efficient junior officer, but one more used to carrying a medical kit than wielding a gun (though he carried a sidearm of course, as part of his standard issue equipment). He was a down-to-earth chap full of Northern charm and got on well with the 5th Doctor. The Doctor was unimpressed with Lieutenant-Colonel Price's attitude and occasionally gung-ho conduct. But Daniel defended his commanding officer, insisting that UNIT aren't monsters, but they still have a lot to learn. The Doctor was impressed enough with Daniel to offer him the opportunity to travel in the TARDIS for a while. But Daniel turned him down. After all, there was a Mrs Hopkins waiting for him at home, not to mention a little Hopkins on the way. So he offered to become the Doctor's "inside man" at UNIT instead.

It was several years before the Doctor encountered Daniel again, and by this time the Time Lord was in his sixth incarnation. Daniel too has changed markedly, and not for the good. Five years ago, he suffered a tragedy in his life. He lost his wife and family in a house fire. Daniel prefers not to talk about it, but it seems that it was caused by an electrical fault at night, when they were asleep. By the time the emergency services arrived, it was too late. Daniel was working abroad when the news reached him and he went to pieces for a bit.

In the aftermath of the loss of his family, Daniel's emotions crippled him. But he soldiered on and got through it by throwing himself into his work. Except that Daniel has never really recovered. He manages to operate on a day-to-day basis by almost completely suppressing his emotions, making him a grim and distant figure. He even lobbied against Lieutenant-Colonel Price summoning the Doctor back to Earth to help in an emergency, believing now that UNIT needs to stand on its own feet rather than rely on the Doctor in a crisis.

LIEUTENANT DANIEL HOPKINS

AWARENESS	4	PRESENCE	4
COORDINATION	3	RESOLVE	4
INGENUITY	4	STRENGTH	3

SKILLS
Athletics 2, Convince 2, Fighting 2, Marksman 3, Medicine 4, Science 2, Subterfuge 2, Technology 3, Transport 3

TRAITS
Brave
Dark Secret (Major)
Experienced
Friends (Major) – UNIT
Military Rank (Major) – Lieutenant
Obligation (Major) – UNIT

EQUIPMENT
Pistol: 5(2/5/7) damage
Medical kit

TECH LEVEL: 5

STORY POINTS: 9

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

About four years ago, Daniel Hopkins ran into the Cybermen while investigating a UFO sighting. He was taken and questioned by them, and he saw a way to end the pain of his grief. The Cybermen asked Daniel to help them and he agreed – in return for them converting him into an emotionless Cyberman once their invasion was successful.

Lieutenant Daniel Hopkins is now a willing sleeper agent for the Cybermen, waiting until he can take his part in their invasion of Earth.

Note: *The accompanying stats are for Daniel as an agent of the Cybermen. For Daniel prior to the death of his family, remove Dark Secret and add Charming.*

LISH *(The Raincloud Man)*

Lish is "the Raincloud Man". Metaphorically speaking, it rains on everyone around him. Lish is from a species whose members affect the environment around them, sometimes in different ways, but in Lish's case it manifests as bad luck. Bad luck which is often bad enough to kill people. They trip over, fall down stairs, stumble in front of cars or are hit by falling masonry. If somebody tries to attack Lish, it's likely that they will fumble with their weapon and injure themselves. Often fatally. Or they might crash into a pane of glass and sever an artery. Or slip and break their neck. You get the idea.

Lish's people can usually focus this bad luck, targeting a specific victim or shielding others from its effect. But they can't stop it from happening entirely. As a general background effect, anyone in the vicinity of Lish has a -2 penalty on all rolls. If he focusses this at specific targets, they suffer a -4 penalty. And if anyone directly attacks Lish, they automatically have a -8 penalty on the attempt as his self-preservation boosts his abilities. Lish can increase these penalties by the expenditure of Story Points on a 1-to-1 basis.

Lish doesn't look quite human, but the differences are fairly mild by alien standards. In any case, he has a way of not being noticed, possibly a side effect of his bad luck ability. He is employed by Mr Brooks, owner of *The High Straights* (*see L46*) dimension-hopping casino, to act as a "cooler". Brooks has a device aboard *The High Straights* that dampens Lish's bad luck and protects the casino and its employees from its effects. However, if a client hits a winning streak, Lish is able to focus his effect on them until they lose.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Brooks has bigger plans for Lish than merely ensuring his casino remains solvent. Although he appears human, Brooks is a renegade member of the Tabbalac (*see V118*), an aggressive species whose activities are constrained by their opponents, the Cyrox (*see V118*). Brooks is determined to put a permanent end to the Tabbalac's aggressive ways and intends to drop Lish onto their homeworld, where his powers will destabilise society.

Lish isn't particularly keen on the idea of him being used as a weapon. But whenever he tries to escape, he is pursued both by Brooks' cloned bouncers and by the Tabbalac who are hunting *The High Straights*' owner. Their attempts to capture Lish leave a trail of dead bodies behind, all victims of accidental deaths caused by their own clumsiness.

LISH

AWARENESS	3	PRESENCE	3
COORDINATION	3	RESOLVE	3
INGENUITY	3	STRENGTH	3

SKILLS
Athletics 1, Convince 2, Fighting 1, Knowledge 3, Subterfuge 2, Survival 2, Technology 1

TRAITS
Alien
Alien Appearance
Face in the Crowd
Lucky
Special – Raincloud Man (see text)

TECH LEVEL: 8

STORY POINTS: 8

MARY I *(The Marian Conspiracy)*

Born in 1516, Mary was the only child of Henry VIII (*see V41*) and his first wife, Catherine of Aragon, to survive to adulthood. She was Queen of England from 1553 until her death in 1558, but her ascent to the throne had by no means been a certainty. When Henry VIII grew frustrated at the lack of a male heir from Catherine, he had their marriage declared void by Thomas Cranmer, the Archbishop of Canterbury, and Catherine was sent to live away from Court. Mary was deemed to be illegitimate and her place in the line of succession was taken by Elizabeth, the new-born daughter of Henry's second wife, Anne Boleyn. But when Anne was beheaded in 1536, Elizabeth too was removed from the line of succession.

After the death of Henry in 1547, he was succeeded by Edward VI, Henry's son by his third wife, Jane Seymour, though the government of England was by a Regency Council as Edward was still only nine years old. It was during Edward's reign that Protestantism was established by a series of religious reforms. But Edward died at the age of fifteen, leaving a crisis of succession. An attempt was made to appoint a Protestant monarch in the form of Lady Jane Grey, a great-granddaughter of Henry VII, but she was deposed within nine days and executed the following year, with Mary being proclaimed England's queen regnant, ruling in her own right.

Mary had been baptised as a Catholic and had held fast to her faith during her upbringing. Once on the throne, she set about undoing the Protestant reforms that Edward had introduced. Mary's first parliament declared the marriage of her parents valid and abolished Edward's religious laws. Leading Protestant churchmen, including Thomas Cranmer, were imprisoned and many were later executed.

In order to provide herself with an heir and prevent her Protestant half-sister Elizabeth from succeeding her as Queen of England, Mary quickly found herself a Catholic husband in the form of Prince Philip of Spain. Philip persuaded Parliament to repeal Henry VIII's legislation against the Papacy, thus returning the English church to the jurisdiction of Rome.

When the Doctor and his new companion Evelyn Smythe (*see A6*) visited England in 1555, they found the country to be in the grip of the Marian persecutions. The first Protestant victims were burned at the stake in February of that year and executions continued throughout Mary's reign. In total, almost three hundred people were executed until Mary's death in November 1558, the vast majority by burning. In the centuries since her death, Mary has been widely regarded as a bloodthirsty tyrant, earning her the nickname "Bloody Mary".

Although Mary was indeed directly responsible for hundreds of deaths, the Doctor found that she truly believed that her actions were right. Mary is not concerned with how history will judge her, but believes that her actions are justified if she saves even one Christian soul. At the time the Doctor meets her, Mary believes that she is pregnant. But this will turn out to be a phantom pregnancy, and Mary is destined to die childless.

MARY I

AWARENESS	3	PRESENCE	4
COORDINATION	3	RESOLVE	5
INGENUITY	3	STRENGTH	2

SKILLS
Athletics 1, Convince 4, Craft (Dancing, Harpsicord) 3, Knowledge 3 (AoE: Theology), Marksman 1, Subterfuge 2

TRAITS
Adversaries (Minor) – Protestant conspirators
Authority (Major) – Queen of England and Ireland
Distinctive
Friends (Major) – The Royal Court
Linguist – Latin, French, Spanish
Noble
Obsession (Major) – Suppression of Protestants
Silver Spoon
Voice of Authority
Wealthy (Major)

TECH LEVEL: 3

STORY POINTS: 8

MAX MILLER *(Pier Pressure)*

Now here's a funny thing. There was this Cheeky Chappie see, born in 1896, who grew up to be one of the greatest English stand-up comedians of his generation. Named Thomas Henry Sargent, he became famous under the stage name of Max Miller, a suggestion of his more business-minded wife, Kathleen.

Max rose to fame during the 1920s after getting a taste for entertainment during the First World War when he organised a concert party for the troops. Max's roots are in music hall and variety revues, a mixture of comedy routines, songs and dances. By the time the Doctor and Evelyn meet him in Brighton in 1936, Max is a household name, having toured the country a number of times and regularly featuring on radio and records.

Max's brand of humour is famously (or infamously) risqué and full of innuendo and double entendre. On stage, he offers the audience jokes from his "white book" or his "blue book", the latter being the ruder of the two and being the origin of the term "blue jokes". But he never uses bad language on stage and is disdainful of those who do. Often he'll stop telling a joke just before the final few words, leaving the audience to fill in the gaps and then chiding them for having dirty minds! Max was reputedly banned by the BBC twice for going too far on live radio shows.

On stage, Max Miller is instantly recognisable from his costume, consisting of a gloriously colourful and patterned suit, with plus-fours, a kipper tie, a trilby hat a size too small and co-respondent shoes of the type popular in the 1920s and '30s. As well as his comic routine, Max's act is punctuated with songs, often accompanied by himself on guitar, and the occasional soft-shoe shuffle. Max's show business turf is very much London and the South of England, as he prefers to return home to his beloved Brighton after a performance.

Off stage and out of his costume, Max is still recognisable to his adoring fans and keeps up a good line in amusing banter, though usually less risqué than when performing. He often jokes about staying out late to avoid going home to his wife, but in truth he loves Kathleen dearly and is loyal to her throughout his life. In 1958, Max suffered a heart attack and had to take things easier. His last public performance was in December 1960, and he died at home on 7th May 1963. He has since been commemorated by a statue and two blue plaques in Brighton.

In 1936, Max found himself involved in the Doctor's investigation of strange incidents around Brighton Pier. At first, he believed the Doctor to be an overly-keen fan, judging by his colourful coat! Presented with evidence of other-worldly activity, Max proved to be an asset and struck up a bond with Evelyn Smythe (*see A6*), insisting she called him Maxie.

MAX MILLER

AWARENESS	3	PRESENCE	5
COORDINATION	3	RESOLVE	3
INGENUITY	3	STRENGTH	3

SKILLS
Athletics 1, Convince 4, Craft (Music Hall) 6, Knowledge 1, Subterfuge 2, Technology 1, Transport 2

TRAITS
Charming
Distinctive
Fame (Minor)

TECH LEVEL: 4

STORY POINTS: 12

'Ere, 'ere, that's enough of that! I know exactly what you're saying to yourself. You're wrong, I know what you're saying, you wicked lot. You're the sort of people that get me a bad name!

There'll never be another! When they made me, they broke the mould.

PAUL KAIROS *(The Quantum Archangel)*

Back in her university days, Mel's best friends were Paul Kairos, Anjeliqua Whitefriar and Arlene Cole. The four of them frequently put the world to rights over dinner and late into the night, with Arlene calmly putting down Paul's often outrageous behaviour with nothing more than a shrug and a pointed look at the ceiling. Twenty years later, Mel is surprised to find that Anjeliqua is a multimillionaire due to her share of the patent of the Whitefriar Lattice, a revolutionary step in computer processing power. Not that Anjeliqua invented the Lattice. No, that was down to Paul Kairos. Unfortunately for him, under the terms and conditions of his contract with Anjeliqua, Paul didn't get a penny.

Paul is now professor of temporal physics at the University of West London and is one of the most respected physicists in the world. Paul and Arlene are now engaged to each other. They are both working with Professor Stuart Hyde (see *The Time Monster*) on the development of the TITAN Array to unlock Calabi-Yau space and directly access the higher dimensions. In terms of his knowledge of temporal physics, Paul is the greatest authority in the world. He seems to have a knack for it, an instinctual understanding bordering on the miraculous.

Paul has a shelf full of scientific awards, including a Nobel Prize received before he was twenty-five. His strength is in the broad brush strokes, but his attention to detail leaves a lot to be desired. That's where Arlene's skills come in. She joins the dots after Paul's butterfly imagination has fluttered off to pastures more interesting. It's a methodology that works for both of them.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Paul Kairos, apparently a young Greek scientist, is a construct and avatar of Kronos the Chronovore, one of the most powerful entities in the universe (see *The Third Doctor Sourcebook*). Kronos is in truth a hybrid creature, his father being Prometheus, a Chronovore, and his mother being Elektra, an Eternal. Such unions were forbidden and, as a result, Kronos was trapped at the moment of his conception, bound within a trident-shaped crystal and cast down into our universe.

During the TOMTIT crisis, when the Master tried to gain control of Kronos, Kronos detected the mind of Stuart Hyde and sensed the means of his escape. Stuart had invented TOMTIT, and Kronos created Paul Kairos (retroactively born in 1964) in order for him to help Stuart develop the TITAN Array. Kronos also manipulated Anjeliqua to steal the Whitefriar Lattice patent, so that Paul would not become distracted.

Paul Kairos' Chronovore heritage is the reason for his almost miraculous understanding of temporal physics. He has a subconscious knowledge of time technology way beyond anything on Earth in the early 21st Century, and under stress he can even manifest superhuman powers. At such times, Paul can make a Difficulty 12 Ingenuity + Resolve roll to be able to use Kronos' Attributes, Skills and Traits, but only in connection with the temporal technology or phenomena that he is exposed to. Afterwards, Paul does not understand just how he was able to achieve his unusual feats. When Kronos chooses to reveal himself, Paul's stats are replaced by Kronos's.

PAUL KAIROS

AWARENESS	3	PRESENCE	3
COORDINATION	3	RESOLVE	4
INGENUITY	5	STRENGTH	3

SKILLS
Athletics 1, Convince 2, Knowledge 2, Science 5 (AoE: Temporal Physics), Technology 5, Transport 2

TRAITS
Amnesia (Major) – No memory of being Kronos Boffin
Special – Aspect of Kronos: Whenever Paul is exposed to temporal effects or technology, he can make an Ingenuity + Resolve roll at Difficulty 12 to be able to use Kronos' stats (see *The Third Doctor Sourcebook*) in relation to understanding or using it
Technically Adept

TECH LEVEL: 5

STORY POINTS: 12

PRINCE MOST-DEEPEST-ALL-YELLOW

(The Widow's Assassin)

Prince Most-Deepest-All-Yellow is the First Sea-Sponge of the Anemone Tribes and a member of the Tantross Coalition, a loose alliance of barbaric <BUZZ> backwater <BUZZ> feudal worlds that includes Krontep (*see L49*), Terterra, Chiroptera and Hobril Minor, soon to be joined by Hurn. The anemones and sea-sponges of the Prince's kingdom live in the deep, blue-green areas of their watery world and their society and culture is totally alien to that of surface-dwellers.

As his <BUZZ> its <BUZZ> his title might suggest, Prince Most-Deepest-All-Yellow (let's call him Prince Most-Deepest for convenience) closely resembles a Terran sea-sponge in terms of both anatomy and physiology. He is a large, yellowish mass of porous organic material in an irregular shape. To a limited extent, he can squish or expand parts of his form to assume other forms, but only in a very vague outline. By such means, Prince Most-Deepest might be mistaken for a sofa, for example, or a mattress. Nothing complicated though. His mutable body structure also means that he can wrap himself around an opponent and absorb <BUZZ> kill them. Though he usually prefers to use a gun.

Like a Terran sponge, the Prince is very resilient to damage. With no true tissues or organs, he can be torn into pieces and survive, his dismembered bits pulling themselves back together. If pieces of him are broken off and placed in a dish of water, another identical version of him will grow. Prince Most-Deepest can use this ability to his own advantage, breaking off some of his more specialised cells and placing them in strategic locations to act as surveillance devices. As the Prince often says, he has eyes and ears everywhere!

Prince Most-Deepest lacks a mouth and vocal chords, and therefore has to make use of a speaker which also acts as a translator. This device delivers the Prince's speech in a monotone electronic voice like a primitive robot and sometimes stumbles over the translation, issuing a sharp <BUZZ> followed by a correction.

The Prince is a keen Patron of the Royal Society for the Protection of Alien Mind Parasites, eagerly hunting down any infestations that he chances upon. Alien Mind Parasites will be captured <BUZZ> neutralised <BUZZ> killed and mounted on the walls of the trophy room in his palace with a plaque underneath it declaring that he killed it. But these being examples of Alien Mind Parasites, this usually entails capturing <BUZZ> neutralising <BUZZ> killing the host bodies and hanging them on the walls of his trophy room in his palace. Do not begin to comprehend the ways of the Royal Society for the Protection of Alien Mind Parasites, puny humans!

Prince Most-Deepest-All-Yellow was one of the suitors vying for the hand of Princess Dirani of Hurn when her world was on the verge of joining the Tantross Coalition. Although he was granted an audience with Dirani, she politely rejected him. To be honest, it's difficult to imagine that a sponge and a human(oid) would be remotely compatible.

PRINCE MOST-DEEPEST-ALL-YELLOW

AWARENESS	4	PRESENCE	2
COORDINATION	2	RESOLVE	4
INGENUITY	3	STRENGTH	5

SKILLS

Athletics 1, Convince 2, Fighting 2, Marksman 3, Subterfuge 2, Survival 3, Technology 3

TRAITS

Alien
Alien Appearance
Alien Organs (Special)
Alien Senses – "I have eyes and ears everywhere!"
Authority (Major) – First Sea-Sponge of the Anemone Tribes
Dependency (Major) – Will dry out if out of water for too long (1 point of damage per hour)
Environmental (Minor) - Amphibious
Fast Healing (Special)
Natural Weapon (Special) – Absorption: Following a successful hit, the Prince may make a Strength + Fighting roll to automatically deliver Strength damage on each subsequent Round
Replication – New sponges will grow from the Prince's discarded bits (it just takes time)
Shapeshift (Minor) – Can change his shape to a very limited extent

EQUIPMENT

Energy Gun: 7(3/7/10) damage
Speaker <BUZZ> translator

TECH LEVEL: 6

STORY POINTS: 6

PROFESSOR PIERRE ARONNAX *(The Wreck of the Titan)*

Professor Pierre Aronnax is a French marine biologist whose passion for knowledge compelled him to join an expedition to hunt down a monstrous sea monster that was suspected of having been responsible for the sinking of several ships. The expedition left Brooklyn in 1866, sailing around Cape Horn and into the Pacific. After a long search, they encountered the monster and engaged with it, only to discover that the beast was an advanced submersible vessel (*see G8*). Aronnax and some of his companions were captured and taken aboard the submersible, finding themselves prisoners of Captain Nemo! (*see A27*)

Professor Aronnax is the narrator of *Twenty Thousand Leagues Under the Sea*. But despite this, the Doctor and Jamie (*see A10*) encountered a man claiming to be this fictional character. Whether or not his claims are true, Aronnax certainly seems to believe them himself. In character, he is intellectual and engaging, the quintessential eccentric scientist with a zeal for knowledge and oodles of enthusiasm. The pince-nez he habitually wears, or brandishes to reinforce a scientific debate, only adds to his oddball charm.

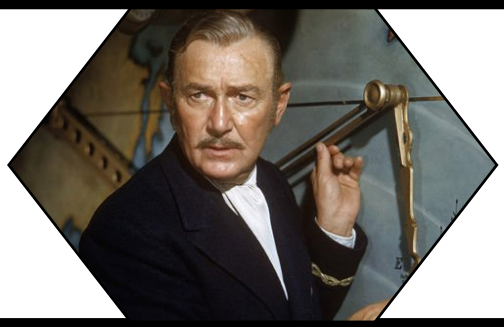
Aronnax has a passion for marine flora and fauna that overrides almost every other consideration. Even if he were in direct peril from an encounter with an unusual but highly dangerous species, the Professor would still find time to enthuse over it. He finds all ocean life to be beautiful and fascinating, and is always on the hunt for species previously unknown to science. On first boarding the Nautilus, Aronnax was delighted to discover that Nemo already possessed an extensive collection of specimens from the deeps, and he has since made many notable additions of his own. Although he is still Nemo's prisoner, Professor Aronnax now also regards himself as the Captain's colleague, though he recognises Nemo's intellectual superiority. He often uses the Nautilus's mini-submarine, the Sea Dragon, to explore their undersea surroundings.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Like Nemo and the Nautilus, Professor Aronnax is a product of the Land of Fiction. Because of an invasion of Cybermen, the new Mistress of the Land of Fiction has granted free will to all the characters (*see A41*), to enable them to better fight the invaders. However, some characters are using this to pursue their own agendas or even to side with the Cybermen. Aronnax falls into the latter category, as they have offered him something that Captain Nemo has never provided: his freedom.

Of course, the Cybermen are unlikely to live up to their promise, but Aronnax does not know this. They require the Nautilus's stockpile of ink harvested from giant squid, as this substance is fundamental to the creation of new characters in the Land of Fiction. Aronnax is planning to betray Nemo at an opportune moment and make off with the barrels of ink for his masters. He secretly carries a small pistol at all times, in case he needs to make his move at a moment's notice.

PROFESSOR ARONNAX



AWARENESS	4	PRESENCE	4
COORDINATION	3	RESOLVE	3
INGENUITY	5	STRENGTH	3

SKILLS
Convince 2, Fighting 1, Knowledge 2, Marksman 1, Science 4 (AoE: Marine Biology), Subterfuge 3, Survival 1, Technology 2 Transport 3

TRAITS
Eccentric (Minor)
Dark Secret (Major) – Traitor!
Insatiable Curiosity
Weakness: Fictional (Major) – If all characters here realize, without a doubt, this character isn't real, it is either turned into a cardboard cut-out, statue, or vanishes, though they can choose to keep the construct around.

EQUIPMENT
Pistol: 4(2/4/6) damage

TECH LEVEL: 4

STORY POINTS: 6

PROFESSOR RUMMAS *(Spiral Scratch)*

The Doctor first met his Time Lord friend Professor Rummas at a party – a very good party, in fact a great party – on one of the moons of Korpal, a place justly famous for its great parties. Like the Doctor, Rummas left his home, his peers and his superiors and went off to see the universe. Rummas is a great collector of things. Mainly books, as he loves books and wanted to have the biggest library in the universe. Some of the ways the Professor has acquired his books are somewhat suspect, though he thinks of it as preserving things that other people lose. Rummas once "borrowed" a TARDIS and used it to nip into burning buildings and quake-devastated libraries and so on all over the galaxy, saving things that would otherwise have been lost permanently.

For the past few centuries, Professor Rummas has been living on the planet Carsus, where he is now Head Librarian of the famed Glorious Library of Carsus (*see L42*), a faculty designed to hold a copy of every book in existence. Rummas's days as a renegade are far behind him and he is content to live out the rest of his years as custodian of the Library which has been in life's work. If Rummas became aware of a threat to the universe, he would most likely call on his old friend the Doctor, rather than deal with it himself.

Although they didn't know each other at the Academy on Gallifrey, Rummas being much older than the Doctor, the pair did have a couple of tutors in common, including Borusa. Rummas is now in his final incarnation. He is a well-meaning if fussy and bookish individual, not particularly suited to excitement or adventure. But his compulsion for collecting things and his inquisitive nature may yet get him into trouble!

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

As well as having acquired a library's worth of books by immoral (possibly illegal) means, Professor Rummas has a darker secret at the heart of his Library. At the very centre of the building is the Spiral Chamber (*see G16*), an ancient Gallifreyan machine capable of looking into the Spiral at the heart of the Vortex. Rummas sequestered this away from Gallifrey in order to study the legendary Lampreys that dwell within the Spiral.

Rummas is well-meaning, but his bumbling around with technology he doesn't quite understand has led to damage being caused to the Spiral itself, a scratch which is allowing the different timelines of the multiverse to bleed into each other and providing the Lampreys with the opportunity to break free!

Of course, Rummas won't willingly admit to this or to his theft of the Spiral Chamber, even when he calls in the Doctor to investigate the temporal anomalies the Library is experiencing as a result of his illicit activities.

PROFESSOR RUMMAS

AWARENESS	3	PRESENCE	4
COORDINATION	2	RESOLVE	3
INGENUITY	6	STRENGTH	3

SKILLS
Convince 3, Craft 2, Knowledge 5, Science 3, Subterfuge 3, Technology 4, Transport 3

TRAITS
Dark Secret (Major) – Stole the Spiral Chamber
Face in the Crowd
Feel the Turn of the Universe
Insatiable Curiosity
Obsession (Major) – Collecting books
Time Lord
Time Lord – Experienced x12
Time Traveller (Special) – All Tech Levels
Unadventurous (Minor)
Vortex

TECH LEVEL: 10

STORY POINTS: 8

ROB ROY MACGREGOR *(City of Spires, Legend of the Cybermen)*

The historical Rob Roy MacGregor was a Jacobite rebel and sometime outlaw, whose exploits became the stuff of legend even in his own lifetime. He was born around 1671 in a village at the head of Loch Katrine in the district of Stirling. At the age of eighteen, Rob and his father joined the Jacobite rising of 1689 in support of James VII of Scotland (James II of England), who had fled to France during the Glorious Revolution (see *The Second Doctor Expanded Universe Sourcebook*). The death of the rebel leader Viscount Dundee, together with heavy Jacobite casualties at the Haughs of Cromdale and news of the defeat of James's forces at the Battle of the Boyne in Ireland, led to the rebellion failing.

Rob Roy also took part in the Jacobite uprisings of 1715 and 1719, during which he was badly wounded at the Battle of Glen Shiel. He later settled down to become a respected cattleman, but was branded an outlaw when he defaulted on a loan when his chief herder disappeared with his money. His principal creditor, the Duke of Montrose, seized his lands, after which Rob Roy waged a private blood feud until he was forced to surrender in 1722. He was imprisoned but pardoned by George I before he could be transported. Rob Roy died in 1734 at the age of sixty-three.

Rob Roy's status as a Scottish folk hero was immortalised with the publication of a fictionalised biography, *The Highland Rogue*, in 1723. Almost a century later, Sir Walter Scott's *Rob Roy* cemented his fame as a brave and dashing hero fighting a guerrilla war against the English.

The Doctor met a clan leader calling himself Rob Roy MacGregor when he landed in the Highlands of Scotland around 1780. As this was almost fifty years after Rob Roy's recorded death, the Doctor was confused as to the real identity of this figure. This Rob Roy was certainly a brave opponent against the English redcoats who were clearing the Highlands for the Overlord and his Red Caps. He was also a violent and bloodthirsty fighter, always ready to use his sword against any who get in his way.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The Rob Roy MacGregor encountered by the Doctor was later revealed to be a character based on the fictional version, who was brought to life by the Mistress of the Land of Fiction. He was one of hundreds of fictional characters forming the Mistress's army trying to defeat the Cybermen, who were invading her Land at this time. The Mistress has granted free will to all the characters in the Land of Fiction (*see A41*), as those limited by the rules of their original stories proved too predictable in their actions and were easily beaten by the invaders. Rob Roy therefore behaves as if he were a real person, though his movements are still limited to remaining within the Land of Fiction (which, although vast, is not infinite in area).

ROB ROY MACGREGOR

AWARENESS	3	PRESENCE	5
COORDINATION	4	RESOLVE	4
INGENUITY	3	STRENGTH	4

SKILLS
Athletics 3, Convince 2, Fighting 4, Marksman 3, Subterfuge 2, Survival 4

TRAITS
Adversary (Major) – The English
Argumentative
Authority (Minor) – Clan leader
Brave
Impulsive
Technically Inept
Tough
Wanted (Major)
Weakness: Fictional (Major) – If all characters here realize, without a doubt, this character isn't real, it is either turned into a cardboard cut-out, statue, or vanishes, though they can choose to keep the construct around.

EQUIPMENT
Claymore: Strength +2 damage

TECH LEVEL: 4

STORY POINTS: 12

ROSSITER *(Arrangements for War, Thicker Than Water)*

Governor Rossiter of the country of Kozepén on Világ (*see L88*) only rarely reveals his first name and only equally rarely tells the story behind it. The version he told Evelyn Smythe (*see A6*) was that he was the last of five children. Rossiter's mother had always wanted a son, but had given birth to four daughters. When Rossiter was born, she yelled "Justice! At last!" And so he was named Justice Rossiter. But it's not a name he shares easily, and he is usually referred to merely as Rossiter.

When the Doctor and Evelyn first met Rossiter, it was on the eve of the wedding of two members of the royal families of Kozepén's neighbouring countries of Galen and Malendia. This was an arranged marriage between Princess Krisztina of Galen and Prince Viktor of Malendia to seal the Kingdom Alliance which would end over a century of conflict between the two nations. Rossiter was attending as the official representative and head of state of his own country. Kozepén is smaller than the other two countries, in effect the superpowers of Világ, and Rossiter has often had to act as intermediary between their leaders on the long road to peaceful union.

Rossiter is a distinguished figure in late middle age. He is quietly spoken, but has an air of authority and carries a dignity in his voice that commands respect. Rossiter came to the aid of Evelyn when she fainted in the botanical gardens of Galen's capital city, and each quickly found a lot to admire in the other. The pair shared a bond in the fact that they had both experienced the grief of loss, Evelyn of her mother, and Rossiter of his wife. Their mutual admiration quickly became friendship and, as they spent more time together, soon developed into love. But when it was time for the Doctor to leave Világ, after thwarting a Killoran invasion, Evelyn chose to go with him. Rossiter was naturally disappointed, but respected Evelyn's decision.

Sometime later, the Doctor took Evelyn back to Világ where she sought out Rossiter and this time chose to remain with him. The pair married soon afterwards, but the Doctor didn't attend the wedding, having been upset by Evelyn's decision to leave him. He returned three years later with Mel, who had heard a lot about Evelyn but had never met her. By now, Rossiter was Principal Triumvar of Világ, the planet having been unified by the Kingdom Alliance and was now ruled by a global government. Evelyn had become an unofficial advisor to Rossiter, heading a committee overseeing the examination of captured Killoran technology.

Rossiter has a daughter, Dr Sofia Rossiter, by his first wife. To her father's disappointment, Sofia dislikes Evelyn, though Evelyn herself considers it only natural for a daughter to hate her step mother. Sofia also opposes the research into Killoran technology, which again puts her at loggerheads with Evelyn.

Although the circumstances of Rossiter's death are unknown, presumably from natural causes, it is known that Evelyn will outlive her husband by around ten years.

ROSSITER

AWARENESS	3	PRESENCE	4
COORDINATION	2	RESOLVE	4
INGENUITY	4	STRENGTH	2

SKILLS
Convince 5 (AoE: Diplomacy), Craft 2, Knowledge 4, Subterfuge 1, Technology 2, Transport 2

TRAITS
Authority (Major) – Governor of Kozepén (later Principal Triumvar of Világ)
Friends (Major) – Government and military of Kozepén (later of Világ)
Obligation (Major) – People of Kozepén (later of Világ)
Voice of Authority
Well-Mannered

TECH LEVEL: 5

STORY POINTS: 12

SALIM JAHENGIR *(Scavenger)*

The story of Crown Prince Salim's immortality began at his palace in Lahore in the year 1600, shortly after his return from fourteen years in the military. He returned to find that Anarkali, a slave girl he had loved as a youth, had blossomed into a beautiful young woman. But as their secret romance resumed, Lahore experienced a visitation from the stars. This visitor was Scavenger (*see V103*), a silver craft whose beams of blinding light seemed to be searching for something. Scavenger's rays examined Salim but rejected him because of a minor infection he had. They passed on to Anarkali and Scavenger found what it was looking for. The slave girl whom Salim loved was teleported up into Scavenger and the visitor departed.

Every night since then, Salim has worked to bring his love back. By 2071, he has watched Scavenger circle in a high orbit above the Earth for almost five centuries. Salim believes his love for Anarkali is the reason he is immortal, but the reality is that this is just a side-effect of Scavenger's scans, just an accident. Nevertheless, Salim is convinced that Anarkali will also have been granted immortality by Scavenger's questing beams.

Relinquishing his throne, Salim has worked his way through the world. He has trained and re-trained, and in 2071 Salim Jahangir is Mission Controller for the launch of Salvage 2 by the Indian Space Research Agency. He is a driven man, determined to ensure the mission succeeds. He is resentful of the involvement of the British government who provided some of the funding and which insists on sending a trouble-shooter. Salvage 2 is Salim's brainchild and is the culmination of his plans to be reunited with Anarkali. The mission's slogan is "Clean Up Space", and Salvage 2 is the means to do that. It has been programmed to locate each of the millions of items of debris in orbit around the Earth, swallow it and release it into the Earth's atmosphere where it will burn up. Salim intends that Salvage 2 will also swallow Scavenger, dormant and in orbit since 1600, and bring Anarkali back.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Salim's mission to rescue his love was doomed to failure before it even started. Anarkali was taken aboard Scavenger to become its new host, becoming another component within Scavenger's systems. She was kept alive for one hour, pressed immobile between two metal walls, until Scavenger had fully integrated her memories and personality. After an hour, she suffocated as Scavenger had no further need to retain an air supply.

Anarkali's personality is still alive within the ship's systems. This is just an artificial copy, though identical to the real thing. Like Scavenger, she has been dormant for almost five centuries, but now she is awake again, she can commune with Scavenger and with any new host the ship takes on board. Anarkali's 16th Century knowledge is out of date, so Scavenger needs to find a new host and purge the old one. If Salim is too late, he will not even find a hint of Anarkali left aboard Scavenger.

SALIM JAHENGIR

AWARENESS	3	PRESENCE	4
COORDINATION	3	RESOLVE	5
INGENUITY	4	STRENGTH	3

SKILLS
Athletics 1, Convince 2, Knowledge 2, Science 3, Subterfuge 2, Technology 4 (AoE: Computers), Transport 3 (AoE: Spacecraft)

TRAITS
Immortal (Major)
Obsession (Major) – Rescue Anarkali
Technically Adept

TECH LEVEL: 5

STORY POINTS: 12

SAMUEL BELFRAGE *(Industrial Evolution)*

The Doctor and Evelyn (*see A6*) crossed paths with Samuel Belfrage when they dropped their temporary travelling companion Thomas Brewster (see *The Fifth Doctor Expanded Universe Sourcebook*) off in the Lancashire town of Ackleton in the mid-19th Century. On the surface, Belfrage is an industrialist of the type that transformed England. He has founded a copper factory which has revived the fortunes of Ackleton and provides much-needed labour to the town.

But there are a couple of odd things which have aroused the Doctor's suspicions. Firstly, most of England's copper industry is in Cornwall and South Wales, so it would have made more sense for Belfrage to have set up business there. And secondly, the copper extrusion process that his factory uses is about thirty years ahead of its time. Belfrage puts the first of these down to the availability of Ackleton's old silk mill for a peppercorn rent and the second to being an innovator.

The third oddity as far more difficult for Belfrage to explain away: the Doctor has discovered an odd little device wedged between the floorboards in his factory office. What it is isn't immediately apparent, but it looks as if it has grown rather than been manufactured and it emits a series of beeps whenever any of its buttons are pressed. Whatever it is, it's clear that it's not of Earth origin.

Samuel Belfrage is actually a Cahlian (see *The First Doctor Expanded Universe Sourcebook*) who has come to Earth in order to make some money. In their natural form, Cahlians have bright red scaly skin and some of them even have tails. But Belfrage employs what the Doctor describes as a patch in order to pass for human.

The copper factory is just a side-line for Belfrage. His real business is smuggling halite, rock salt, off-world. Earth salt is considered a delicacy on certain worlds, but because Earth hasn't yet made first interplanetary contact, any trade in its goods is illegal. Belfrage has a stake in a salt mine in Northwich. He just takes a small percentage and it's all minor-league stuff. Nevertheless, Belfrage is nervous that the authorities will get wind of it and come after him. At the first sign that he's been rumbled, Belfrage will make a run for it.

Unfortunately for Belfrage, his Astropod ship isn't immediately accessible. For fear of being recognised, he always parks it well away from his business interests. But the last time he went back to it, he found it had been stripped. Starnav, orbital stabiliser, cloak, comm system, even the hi-fi. Not to mention the weapons he'd left on board. All gone. Belfrage has since been trading for spare parts from any other off-worlders who pop up. But at the moment, he's stranded on Earth.

As a villain, Belfrage is at the very low end of the spectrum. In fact, he's a genial fellow and could be more of an ally, if one lacking in ethics, than an enemy. But it's the small device the Doctor found in his office that's the problem. It's called a Catalyst (*see G2*) and it has attracted the attention of the Inhibitor (*see V46*), an organic machine whose mission is to restrict the development of mankind…

SAMUEL BELFRAGE

AWARENESS	3	PRESENCE	4
COORDINATION	3	RESOLVE	3
INGENUITY	3	STRENGTH	3

SKILLS
Convince 4, Craft 3, Knowledge 2, Marksman 1, Science 3, Subterfuge 3, Technology 4, Transport 2

TRAITS
Alien
Alien Appearance
Phobia - Heights
Technically Adept
Time Traveller (Minor) – Tech Level 4

EQUIPMENT
Patch [Traits: Shapeshift (Minor). Story Points: 1.]

TECH LEVEL: 7

STORY POINTS: 8

SEBASTIAN MALVERN *(Instruments of Darkness)*

The village of Halcham lies in the heart of the Peak District in Derbyshire. Its main tourist attraction is a massive cave which was hollowed out from a cliff face hundreds of years ago to provide shelter for local rope makers, the principle industry until modern times. Even now, the cliff and the cave belong to the Malvern family, minor nobility who live in their country house ten miles back towards the A34. The family's rope making business finally closed down in 1961, and thirty-two years later the current head of the family is a recluse. No one has seen Sebastian Malvern for a couple of years, bar Reverend Cummings who has an audience with him every three months. Sebastian's chosen line of work is charitable deeds, setting up clinics and hospices for the lost and lonely, and funding research for medical universities. Thus, when Sebastian invited the Irish Twins (*see V47*) and their three charges to live in Halcham in a cottage close to the cliff, no one had been the least bit surprised.

Sebastian has decreed that, unlike his father, he is not to be known as Lord Malvern. Using left-wing MP Tony Benn as his inspiration, he is now merely Mr Sebastian Malvern. Back in the early 1970s, his political views had formed a rift between him and his father, and after studying law, Sebastian had disappeared off on a world tour. He found his spiritual guru in Micronesia. But unlike the Beatles' guru of a few years before, Sebastian's is from another dimension entirely. He is Tko-Ma, from a supremely powerful race called the Cylox (*see V18*), and has adopted Sebastian as his Kyto-Ma, his link to our world. Tko-Ma detected something about Sebastian that no one else knew: that he is a powerful psychic, possibly the most powerful ESPer on Earth, a first-rate telekinetic and an accomplished psychometric.

Tko-Ma has established the rumour of the Magnate, a shadow government that is puppet master to the world powers and secretly controls the Earth from behind the scenes (all untrue). He has told Sebastian of his feud with his brother Lai-Ma, and of their imprisonment by powers even greater than themselves. Although Tko-Ma remains in his prison on the astral plane, Lai-Ma has escaped to Earth, and Tko-Ma needs Sebastian's aid in recapturing him.

But Sebastian suspects that there is more to Tko-Ma's intent that this, fearing that the Cylox really plans to steal his brother's powers and escape to recommence the cosmic-wide destruction that he was imprisoned for in the first place. Without Tko-Ma's knowledge, Sebastian has established the Network, a group of psychics, to help against Tko-Ma – though the Network don't know who they are really working for and oppose the Magnate. A powerful natural psychic such as Trey Korte would be an ideal recruit.

Although Sebastian might appear to be in league with an entity of cosmic evil, he is in fact a true humanitarian with mankind's best interests at heart. He has given the Irish Twins shelter as he believes that they are capable of redemption and are seeking to cure their three charges, in reality three mentally-damaged Nestene drones created by SenéNet a few years before.

SEBASTIAN MALVERN

AWARENESS	3	PRESENCE	5
COORDINATION	3	RESOLVE	8
INGENUITY	4	STRENGTH	3

SKILLS
Convince 5, Craft 2, Knowledge 3 (AoE: Law, AoE: Micronesia), Science 1, Subterfuge 2, Technology 1, Transport 2

TRAITS
Charming
Dark Secret (Major) – The Kyto-Ma of Tko-Ma
Psychometry – As Precognition, but sees into the past only and requires an object as a focus
Psychic
Telekinesis
Telepathy
Wealthy (Major) – Stinking rich

TECH LEVEL: 5

STORY POINTS: 6

SIR WALTER RALEIGH *(Voyage to the New World)*

Sir Walter Raleigh, explorer, writer, poet, courtier, politician and spy, is one of the most famous figures of the Elizabethan era. His expeditions to the New World are credited with discovering tobacco and the potato, though Raleigh himself never stepped foot in North America (at least, according to the conventional histories). Raleigh did, however, personally lead two expeditions to South America in search of El Dorado, the famed city of gold which he himself popularised in an exaggerated account of his experiences.

Raleigh was born around 1554. His parents were strongly Protestant and had a number of near escapes during the reign of Queen Mary I (*see A63*), leading young Walter to develop a hatred of Catholics. Following the death of Mary, Raleigh quickly rose in the favour of Elizabeth I and was knighted in 1585.

Raleigh was instrumental in the English colonisation of the New World and was granted a royal charter to explore Virginia and establish a settlement from which Spanish treasure ships could be attacked. This resulted in several attempts to establish a colony on Roanoke island (*see L70*), all of which failed leaving the legend of the Lost Colony.

During his lifetime, Raleigh was a noted poet, whose works cover themes such as love, loss, beauty and time. Whilst imprisoned in the Tower of London towards the end of his life, he also wrote *The Historie of the World*, an incomplete account of the ancient world, with an emphasis on geography.

Sir Walter fell from grace in 1591, when he secretly married one of Elizabeth's ladies-in-waiting without the Queen's permission, and he and his new wife, Elizabeth Throckmorton, were both sent to the Tower of London. After their release, the couple retired to their estate in Dorset.

Following the death of Queen Elizabeth in 1603, Raleigh was again imprisoned in the Tower (and briefly shared a cell with the 3rd Doctor), this time for his part in a plot against King James I. He was released in 1616 to lead a second expedition to discover the location of El Dorado. Once freed, Raleigh secretly poisoned William Shakespeare in a London tavern, suspecting him of having been involved in his exposure and imprisonment. During the expedition to South America, one of Raleigh's commanders led his men to ransack a Spanish outpost in violation of the terms of a treaty between England and Spain. Raleigh's own son was the first casualty of this action.

On his return to England, the Spanish ambassador demanded Raleigh's execution, and James I had no option but to comply. Raleigh was beheaded at the Palace of Westminster on 29th October 1618. His final words are reputed to have been "Strike, man! Strike!"

SIR WALTER RALEIGH

AWARENESS	3	PRESENCE	4
COORDINATION	4	RESOLVE	5
INGENUITY	4	STRENGTH	3

SKILLS
Athletics, 2, Convince 3, Craft (Poetry & Writing) 3, Fighting 4, Knowledge 3 (AoE: History), Marksman 2, Subterfuge 2, Survival 2, Transport 3 (AoE: Sailing Ships)

TRAITS
Authority (Minor) – English Lord
Brave
Code of Conduct (Minor) - Honourable
Noble
Obligation (Major) – Elizabeth I
Wealthy (Major)

EQUIPMENT
Sword: Strength +2 damage

TECH LEVEL: 3

STORY POINTS: 6

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Raleigh himself is at the centre of the mystery of the Lost Colony of Roanoke, having acquired the TARDIS and its key, and pressed the Fast Return Switch. This resulted in a timeline in which an alien entity called the Semestran Interlude parasitized the Roanoke colonists and transformed them into insubstantial phantoms (*see V104*).

TEGOYA AZZURON *(Paper Cuts)*

Now a masterless soldier of fortune, the Draconian who used to use the name Tegoya Azzuron was once a captain in the Imperial Guard of the Red Emperor. He served twelve years at the Emperor's side, and he was then banished from the Imperial Court, cast out into the Burnt Desert on pain of death. Tegoya has never known why.

As a child, the eldest son of the Emperor's bodyguard, Tegoya's father brought him to the Court to see the outsider who was the Red Emperor's counsellor, an alien called the Doctor. Tegoya was only three years old and he feared the strange, warm-blooded alien. But the Doctor, still in his first incarnation, was aged and kind and gave the young Draconian boy a golden disc which he said was a gold sovereign with Charles I's head on it. Tegoya remembers that soon after, when the Great Space Plague struck, it was the Doctor who persuaded the Emperor to give the antidote to commoners as well as to nobles. After that, the Emperor believed it was fate, not divine right, that set him on the throne.

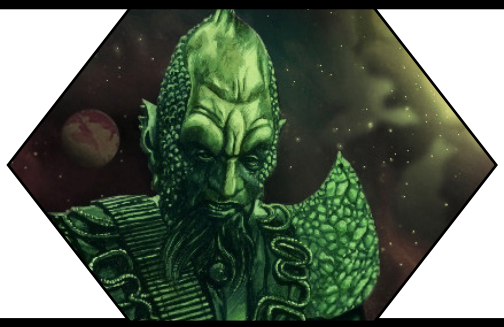
And now, some sixty years later, this soldier of fortune who once guarded the Red Emperor has received an Imperial summons. Prior to beginning his journey to Imperial Heaven, the Emperor selected four vigilants who will carry out three days of contemplation in the Red Emperor's tomb (*see L82*). The vigilants represent the Highest, the Lowest, the Bravest and the Wisest of his reign, and Tegoya has been selected as the Wisest. As he has had no contact with the Court in decades, this has come as a complete surprise to him. However, he is a man of duty and still respects the Red Emperor, no matter how he was treated.

Tegoya is a grim figure, though one who abides by a code of honour. He still recognises the traditions and his place in the custom-bound Draconian society. Tegoya is now anybody's sword, providing they can pay him. Sometimes he earns good money; at other times, he must go hungry. It is a matter of fate, and one can do little to avoid one's fate.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Although the reasons for Tegoya being selected as a vigilant for the Red Emperor's ascension to Imperial Heaven are a mystery to him, they might easily be guessed at. The Emperor has selected his successor, but it is not his eldest son, the Prince (*see V88*). Unknown to Tegoya, he is also a true son of the Red Emperor and one that his father believes is far more suited to ascend the throne than the bloodthirsty Prince. Naturally, if the Prince should discover this before Tegoya has been declared Emperor, then Tegoya's life would be forfeit.

TEGOYA AZZURON



AWARENESS	4	PRESENCE	3
COORDINATION	3	RESOLVE	4
INGENUITY	4	STRENGTH	4

SKILLS
Athletics 4, Convince 2, Fighting 5, Knowledge 1, Marksman 4, Subterfuge 3, Survival 3, Technology 2, Transport 3

TRAITS
Alien
Alien Appearance
Brave
Code of Conduct (Major) – Code of Honour
Quick Reflexes
Tough

EQUIPMENT
Sword: Strength +2 damage

TECH LEVEL: 6

STORY POINTS: 8

THE TEMPORAL POWERS *(The Apocalypse Element)*

The development of time travel technology has proliferated since the discovery on Etra Prime of minerals which react in ways contrary to the laws of physics. Decades later, the twenty greatest Temporal Powers met on the planet Archetryx (*see L8*) to agree an alliance. Among those attending were the Time Lords, the Monan Host, the Nekkistani, the Andromedans, the Virgoans and the Archetryxians themselves. Naturally, some Time Lords secretly wished to limit the development of temporal technology by the others.

Most of the Temporal Powers are in the early stages of developing their time travel capabilities, being classed as Tech Levels 8. Some, such as the Monan Host and the Nekkistani are more advanced, having reached Tech Level 9. The Monans are small mammalian humanoids, bearing some resemblance to Earth cats. Their time vessels are graceless grey boxes. Monan time ships have a phenomenal power supply, greater even than that of TARDISes.

They are not, however, dimensionally transcendental. In the history of the planet Monan, there was a temporal accident which split the planet ten-fold throughout its timeline. It is believed that this accident may be the power source of the Monans' time machines.

The Nekkistani are a slug-like race from the planet Nekkistan. Formerly war-like imperialists, they became peaceful following the development of their time capsules. It was an unscrupulous Nekkistani trader who sold a second-hand Type 70 TARDIS to Dr Robert Knox (*see V24*), but perhaps we shouldn't judge an entire race by the actions of an individual.

Other members of the Temporal Powers include the Warpsmiths of Phaidon, the Princessipality of Yervon, the Sunari, the Unvoss and, later, even the humans of Earth. Naturally, within this loose union, there is a lot of political and diplomatic manoeuvring.

MONAN

AWARENESS	3	PRESENCE	3
COORDINATION	3	RESOLVE	3
INGENUITY	4	STRENGTH	2

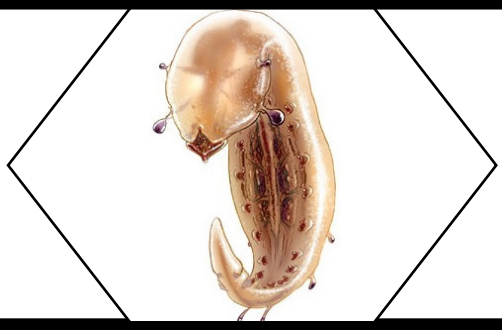
SKILLS
Athletics 1, Convince 2, Knowledge 1, Science 4, Subterfuge 2, Technology 4, Transport 3

TRAITS
Alien
Alien Appearance
Vortex

TECH LEVEL: 9

STORY POINTS: 3-5

NEKKISTANI



AWARENESS	3	PRESENCE	3
COORDINATION	2	RESOLVE	3
INGENUITY	4	STRENGTH	3

SKILLS
Convince 2, Fighting 1, Science 4, Subterfuge 1, Survival 1, Technology 4, Transport 3

TRAITS
Alien
Alien Appearance
Tough
Vortex

TECH LEVEL: 9

STORY POINTS: 3-5

TOBY THE SAPIENT PIG *(Year of the Pig)*

The way he would tell it, Toby the Sapient Pig was born of loving pig parents in Essex, but eventually left home to find his fortune. While looking for work as a kitchen porter, he was discovered by a circus manager who turned him into a star. A talking pig is, after all, a rarity, and what's more, a marvel. Some still remember the opening night of his European tour in Winter Gardens in Berlin, 1888, where he shared the bill with such side-show mainstays as dog-faced boys and dancing horses. His act consisted in telling stories of his life, pulled from his published memoir, and perhaps singing an aria or two. He was famous and life was good. At least until the bottom fell out of the "freak show" business. As its popularity waned, Toby found less and less employment, but could still live off his savings.

By 1913, he is living comfortably, but as anonymously as he can. Grand hotels all across Europe welcome him in their Royal suites, and he is well taken care of by his nurse, a Miss Albertine who trained as a field surgeon in the South African War, and who also serves as his waiting woman and his bodyguard. She is quick with a knife and also carries an electrified cattle prod from the future, which uses power cells and wipes the short-term memories of its victims. If Toby takes such precautions, it's because he's convinced a time travelling doctor will come to vivisect him. He is tormented by dreams of the future, his own, but Europe's as well, a great war impending.

Hotel Palace Theramae in Ostend is where his destiny seems to catch up with him. It's where he is pursued by his biggest fan, a Mrs. Alice Bultitude who is writing a book on side-show performers like him, and by famous French police inspector Alphonse Chardelot who considers him a dangerous criminal, armed with technology from the future, on his trail for the last 20 years!

Toby is a jovial chap with good manners, who would love to go to the beach, but he doesn't like to be pestered for autographs. So he stays in his rooms, watches the action from his window with his telescope, watches old movies of himself, and eats. Indeed, the mere mention or thought of a particular food makes him hungry for it. His appetite is prodigious. As time has gone on, he's become convinced that someone has interfered with history and that the great thinkers used to be pigs, like himself, somehow replaced by humanity. He hopes to find a time machine and set things right.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

When Inspector Chardelot catches up to him, he reveals that Toby was not born of pig parents, but rather grown in a lab. Chardelot claims to be his father, a scientist from another world in the future trying to recapture him so he can bring him to a scientific conference. Chardelot has the technology to prove it – short-range time travel via his fobwatch, a time machine detector of his own, and all manner of temporal weaponry. He leads Toby and his friends, including the Doctor, to Brussels, where he has a lab staffed by cloned versions of himself, and there Toby starts to remember the truth.

TOBY

AWARENESS	4	PRESENCE	4
COORDINATION	2	RESOLVE	3
INGENUITY	3	STRENGTH	3

SKILLS

Athletics 1, Convince 2, Craft 3, Fighting 2, Knowledge 2, Subterfuge 2, Survival 2, Technology 2

TRAITS

Alien Appearance – While not Alien per se, Toby does look like a talking, upright, clothed pig
Amnesia (Minor) – Toby puts everything he reads into his back story, as he can't remember the traumatic truth
Charming
Code of Conduct – the manners of an English gentleman
Eccentric (Minor) – Glutton
Epicurean Tastes
Keen Senses (Minor) – Smell
Special: Second-hand Precognition – Toby has absorbed knowledge of future events from his maker's notes
Wanted (Minor) – Pursued by someone Toby believes will kill him

EQUIPMENT

Time Machine Detector (in telescope) [Traits: Innocuous, Track (time machines). 1 Story Point.]

TECH LEVEL: 6

STORY POINTS: 12

Except Chardelot himself doesn't remember the truth. Like Toby, he was grown in that lab from pig cells, and shares a number of traits with, not his son but his brother, despite having a more human appearance. Both "pigs" learned to act human, and both share a confused mind that makes them integrate everything they read into their back story, trying to make sense of it. Their long-lost maker's notes, Proust, books of detective fiction, news items, they all become part of their story, their childhood drawn from a children's book.

Who created them and why may never be known, but the brothers, Toby and Charley, are forging a future together rooted in a common truth, sharing the spare room at Mrs. Bultitude's house.

NURSE ALBERTINE

AWARENESS	3	PRESENCE	3
COORDINATION	4	RESOLVE	4
INGENUITY	3	STRENGTH	3

SKILLS

Athletics 2, Convince 2, Fighting 3, Knowledge 2, Medicine 3, Subterfuge 2, Technology 2, Transport 2

TRAITS

Cutting Edge Technology – Albertine suffers no penalty when using the TL 6 Cattle Prod in her possession
Obligation (Major) – to Toby
Quick Reflexes

EQUIPMENT

Futuristic Cattle Prod [Traits: Stun (also causes Amnesia, wiping the last hour from the victim's mind). 2 Story Points.]
Knife: +1 to Strength bonus

TECH LEVEL: 4
STORY POINTS: 12

ALPHONSE CHARDELOT

AWARENESS	4	PRESENCE	3
COORDINATION	3	RESOLVE	3
INGENUITY	4	STRENGTH	3

SKILLS

Athletics 1, Convince 3, Fighting 2, Knowledge 2, Medicine 2, Science 2, Subterfuge 3, Survival 2, Technology 2, Transport 2

TRAITS

Amnesia (Minor) – Chardelot puts everything he reads into his back story, as he can't remember the traumatic truth
Charming
Code of Conduct – the manners of an English gentleman
Dark Secret – His whole life is lies
Eccentric (Minor) – Glutton
Epicurean Tastes
Friends (Major) – Cloned butlers/surgeons
Immunity (Minor) – to pain
Keen Senses (Minor) – Smell
Linguist
Obsession (Major) – Recapturing Toby
Tough

EQUIPMENT

Fobwatch [Traits: Vortex (travel limited to 400 km and 2 hours. 4 Story Points.]
Time Machine Detector [Traits: Innocuous, Track (time machines). 1 Story Point.]
Time bombs and other traps

TECH LEVEL: 6

STORY POINTS: 8

TREY KORTE *(Business Unusual, Instruments of Darkness)*

When the Doctor first met Trey Korte in 1989, he was a 19 year old drama student from Illinois, who had come all the way to England for the Brighton Festival and was earning some money working part-time as gardener for Mel Bush's mother. Trey's real name is Donald Korte the Third. But when he was at college, he adopted Trey, like the Spanish "tres", as a kind of joke and it has stuck.

At that time, Mel's mother harboured hopes that Trey and Mel would make an item. But Trey's preference for people with a Y chromosome rather put paid to that. Mel's mother was herself not averse to admiring Trey, because he has a body to die for. Trey is cute and sweet, and looks like something from an Yves Saint-Laurent advert. His bright blue eyes contrast with his streaked blond hair and deeply tanned torso with its washboard stomach and Adonis-like chest. As Mel once said, he's probably the toast of Chicago!

In 1993, when the Doctor again met Trey, he looked almost the same as he had four years before. Trey himself is not too keen on what he sees looking back at him from the mirror. It isn't vanity, not in a physical sense. He is now twenty-three but still looks as though he is in his late teens. Sometimes this is a boon, but sometimes it's a downright curse in his line of work. Half the time, he can get away with things because people think he's cute. At other times, no one takes him seriously. His clean-cut all-American-jock looks would probably still require him to show his ID in the bars back in Illinois, though he's found that British pubs are a little more relaxed about it.

In 1989, Trey was still unaware that he had latent psychic abilities and the potential to be one of the most powerful telepaths on Earth. His first contact with the Doctor, and particularly his first sight of the TARDIS and inadvertent contact with the ship's telepathic field, led to these becoming apparent. Unfortunately, they also led to Trey becoming a target of acquisition by SenéNet, who were searching for "espers" for their own nefarious purposes. During the course of the subsequent struggle against SenéNet (*see V105*), Trey's lover Joe Hambridge went missing. Although Trey didn't know it, Joe had become one of the drones being mentally controlled by the Irish Twins and disappeared with them.

Since then, Trey has been on a quest to find Joe. Even though his working visa has expired and he isn't officially a resident in the UK, Trey has managed to remain in the country by undertaking occasional hush-hush work, using his psychic powers for Department C19 in Whitehall. Trey isn't particularly happy about using his abilities in this way, reading the minds of people who usually think he's just interviewing them for a magazine article. But the money goes towards his quest, and by keeping C19 sweet he manages to avoid being shipped back to the States and never finding the answers he's looking for.

TREY KORTE

AWARENESS	4	PRESENCE	3
COORDINATION	3	RESOLVE	6
INGENUITY	4	STRENGTH	3

SKILLS
Athletics 3, Convince 3, Craft (Drama) 3, Fighting 1, Knowledge 2, Subterfuge 2, Technology 2

TRAITS
Attractive
Charming
Empathic
Obsession (Major) – Find Joe Hambridge
Psychic
Telepathy

TECH LEVEL: 5

STORY POINTS: 8

WINSTON CHURCHILL *(Players)*

The Doctor has met Winston Churchill many times throughout both of their lives, and the pair have become firm friends. But one of the very early occasions on which the two met, from Churchill's point of view at least, was in 1899 in what is now South Africa at the beginning of the Second Boer War. At this time, Churchill is still only twenty-four years of age and is far from the popular image of him as an elderly Prime Minister defying the Nazis.

Winston Leonard Spencer-Churchill was born in 1874 into the family of the Dukes of Marlborough, a branch of the Spencer family. His father was Lord Randolph Churchill, a prominent 19th Century politician, and his mother was Jennie Jerome, an American socialite. The young Winston was educated at a series of public schools, the last of which was Harrow. After leaving Harrow in 1893, he applied for admission to the Royal Military College, Sandhurst. He succeeded on the third attempt, graduating the following year and becoming a cornet (the lowest commissioned cavalry rank, equivalent to a modern-day second lieutenant) in the 4th Queen's Own Hussars.

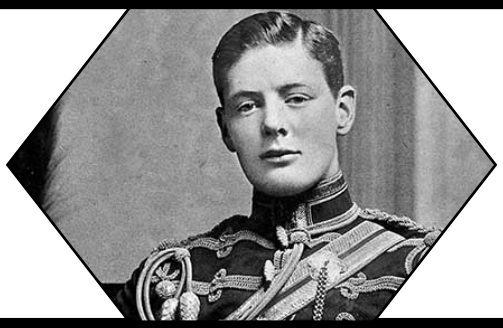
Following his commission, Churchill served as an officer in both India and the Sudan. During his time in the North West Frontier of India, he was involved in heavy fighting against Pashtun tribesmen, but he still found time to write articles for *The Pioneer* and *The Daily Telegraph*. After being transferred to the Sudan, Churchill served under Kitchener and also worked as a war correspondent for the *Morning Post*.

In 1898, Churchill returned to Britain with the intention of entering politics. He stood as Conservative candidate at the Oldham parliamentary by-election in July 1899, but was unsuccessful. With the outbreak of the Second Boer War in October, Churchill obtained another commission to act as war correspondent for the *Morning Post*. But within weeks he was captured by the Boers while accompanying a scouting expedition and, along with the 6th Doctor and Peri, was imprisoned at a POW camp in Pretoria.

At this time, at the age of twenty-four, Churchill is a medium-sized, almost stocky figure. He is strongly built, with reddish hair and a wispy moustache. Churchill's uniform as war correspondent consists of breeches, boots and tunic, with a forage cap stuck on the back of his head. In contrast to his later image, the young Winston Churchill was athletic. At school, he had been a champion fencer, and at the time of his transfer to India, he was considered one of the best polo players in his regiment.

Even at such an early stage in his life, Churchill is a target for the extradimensional entities known as the Players (*see V83*). They are aware of the future importance of Winston Churchill and understand that his life is key to the history of Great Britain, and perhaps the world, in the century to come. In furtherance of their Game, the manipulation of history, one faction is determined to have Churchill killed in order to change the 20th Century before it even begins…

WINSTON CHURCHILL



AWARENESS	4	PRESENCE	4
COORDINATION	3	RESOLVE	4
INGENUITY	4	STRENGTH	4

SKILLS
Athletics 3 (AoE: Horsemanship), Convince 2, Craft (Writing) 3, Fighting 4 (AoE: Fencing), Knowledge 1, Marksman 2, Survival 1

TRAITS
Brave
Charming
Indomitable
Noble
Obsession (Minor) – Further his career (military, political or otherwise)
Wealthy (Minor) – Comfortably off

TECH LEVEL: 4

STORY POINTS: 8

WOLFGANG AMADEUS MOZART *(My Own Private Wolfgang)*

What if Wolfgang Amadeus Mozart had died as a young man, instead of living long enough to compose the film score for the remake of *The Italian Job*? Would his music be better respected? Would he have been a giant among composers rather than a marvel of longevity?

Mozart was once considered the greatest composer who has ever lived (though judging by his Eurovision entries, it's hard to believe). He was a wunderkind. At the age of six, he played for all the crowned heads of Europe. At the age of ten, he was composing operas. But he died in 1791, his *Requiem* being written on his deathbed. At least, he should have died.

When Mozart lay dying, he was visited by a stranger in a black mask, who told the composer he could save his life and give him immortality. The one condition was that on every birthday, the stranger would find Mozart, who must have a new symphony to show him. Mozart eagerly agreed and signed the stranger's contract. He just wanted to go on producing beautiful music and thought his inspiration would never run dry. Every year, the masked stranger has appeared, read the score of Mozart's latest offering… and chuckled.

The Doctor and Evelyn (*see A6*) attended Mozart's one hundredth birthday concert in 1856. The music is still pretty. It has all the right notes. But it has no point to it, no soul. Mozart has nothing to say any more. By the end of the 20th Century, he has really gone off the boil, especially since he started using electronic drum kits and releasing ambient concept albums. Though some of the tracks on his *Greatest Hits* CD are rather nice. By the 28th Century, his work is strictly for the bargain bin!

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Thousands upon thousands of years later, when cloning is just child's play, a group of scientists went to Salzburg and Vienna, rifled through Mozart's houses, scraped the very fingerprints from his long-rusted harpsichords and, from the DNA, created him anew. Hundreds of thousands of Mozart clones are sold as butlers, cooks, cleaners and babysitters. There is even a Deluxe Children's Model of a twelve-year-old Mozart. The clones are very expensive and come complete with self-regenerating fluid in their blood in case of accidents.

But Mozart eventually fell out of fashion, resulting in lots of Mozarts living on the streets with nowhere to go. One clone begged enough money for a one-way trip back in time and became the original Mozart's butler. He had intended to kill Mozart, but changed his mind. Instead, he decided to let the composer live for ever so his music would become stale. No one in the future would want clones of him and the clones would never be made. So he popped back to 1791, made the deal with Mozart and pumped him full of self-regenerating fluid.

MOZART CLONE

AWARENESS	3	PRESENCE	4
COORDINATION	3	RESOLVE	3
INGENUITY	5	STRENGTH	3

SKILLS
Athletics 1, Convince 2, Craft (Music) 4*, Knowledge 3 Subterfuge 2
*The original Mozart had Craft 7 in his youth.

TRAITS
Fast Healing (Special)
Immortal (Special)
Time Traveller – Familiar with Tech Level 4
Vortex
Well-Mannered

TECH LEVEL: 8

STORY POINTS: 6

Except that his plan didn't work. There will always be enough people who remember Mozart's early work to ensure that his reputation, although damaged, is never destroyed. If only Mozart had never signed his contract of immortality and tarnished his image. Then perhaps, people would want Mozart clones to actually compose music rather than act as skivvies…

MONSTERS AND VILLAINS

ADOLF HITLER *(Players, The Shadow in the Glass)*

Without doubt, Adolf Hitler is one of the greatest monsters and mass murderers of all time. A failed artist, Hitler spent much of his youth without direction until war broke out in 1914. A brave soldier, he was gassed and decorated with the Iron Cross. After the First World War, in the political turmoil of an utterly defeated Germany, he became involved with the fledgling National Socialist Party. Gaining control of the party for himself, he came to power in 1933.

Through their anti-Semitic and belligerent actions, the Nazis brought the world into another global war. Hitler and his party brought misery and destruction to the world and left his own nation and most of Europe in utter ruins.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

During his rise to the leadership of the Nazi Party in 1921, Hitler was empowered by the Timewyrm, an apocalyptic creature from the legends of Gallifrey which became trapped in his mind. During this period, the Führer gains the Hypnosis (Major) Trait. Hitler's powers attracted the attention of the War Lords, who allied themselves with him as the Black Coven, and the War Chief, who had survived his execution at the end of the War Games incident, albeit in a distorted form caught mid-regeneration.

ADOLF HITLER

AWARENESS	3	PRESENCE	6
COORDINATION	3	RESOLVE	6
INGENUITY	4	STRENGTH	3

SKILLS

Convince 6 (AoE: Leadership, Oratory), Craft 2, Knowledge 3 (AoE: The Third Reich), Marksman 1, Subterfuge 2, Survival 1

TRAITS

Adversaries (Major) – The Allies, resistance movements, Jews, Communists, many others
Argumentative
Arrogant
Brave
By the Book
Charming
Code of Conduct (Minor) – Sense of honour
Dark Secret (Major) – Scandalous, disturbing things
Distinctive
Eccentric (Major) – Could fill a psychiatrist's notebook!
Friends (Major) – The Third Reich, Mussolini and other Axis leaders, all of Germany
Impulsive
Indomitable
Lucky
Obligation (Major) – The ideals of National Socialism and Germany, as he views them
Obsession (Minor) – Meticulous eye for detail and tendency of get involved in minutiae
Obsession (Major) – Victory at all costs, destruction of Communism, persecution of the Jews
Tough
Voice of Authority

TECH LEVEL: 4
STORY POINTS: 5

As a major figure in world history, Adolf Hitler has encountered the Doctor in various of his incarnations. In 1936, the 6th Doctor foiled Hitler's plot to replace the British government with one sympathetic to the Nazis. Two years later, the Führer was almost assassinated by River Song and was only saved by the intervention of the 11th Doctor. During this incident, Rory Williams famously punched Hitler and locked him in a cupboard!

The 7th Doctor, having seen an alternative timeline in which the Timewyrm-empowered Hitler won the Second World War, became Hitler's advisor in 1939. He finally managed to drive the Timewyrm out of the Führer's mind in May 1940. The confusion this caused to Hitler enabled the Doctor to convince him to let the Allies evacuate Dunkirk, a key event in the course of the War.

Summoned to 2001 by the Brigadier, the 6th Doctor became concerned with reports that Adolf Hitler may have survived his reported suicide. Travelling back to the 1940s, the Doctor discovered that Hitler did indeed die in 1945, but that Eva Braun survived and gave birth to their son. Named Adolf in honour of his father, the boy was raised in a secret Antarctic base and was brought up to carry on his father's work.

In another timeline, Germany won the Second World War as a result of Ace leaving her CD-Walkman at Colditz in 1944 and the Nazis being able to reverse engineer the optical technology from it. An alternative version of the 8th Doctor adopted the alias of Johann Schmidt and, under the pretence of assisting Nazi scientist Dr Elizabeth Klein, attempted to restore the correct timeline. In this universe, Hitler died of natural causes in 1961.

EXTRA THE STARS AND STRIPES EXTRA

HITLER DEAD

Fuehrer Fell at CP, German Radio Says; Doenitz at Helm, Vows War Will Continue

Churchill Hints Peace Is at Hand

THE CONTROVERSIAL USE OF HITLER IN GAMES

While Hitler and his Nazis are ready-made to be historical, fantastical and science-fiction villains, primed as we are by a large number of books, comics, films and television shows, some would argue, not incorrectly, that such use is unsavory, if not disrespectful to the memory of the Third Reich's many victims.

Because role-playing game sessions are social gatherings, and the Doctor Who RPG's anything-goes tone, these will tend to make the Nazis cartoon punching bags, targets for wicked barbs and action hero fists. And while they are deserving of that humiliation, it will also work to trivialize their heinous crimes against humanity.

Gamemasters with Jewish or gay players might take special note of the connotations at work, and given the rise of fascist movements across the world, special note might have to be taken regardless of group composition. Indeed, while Hitler is being used as the example here, the same will apply to other tyrants across history. The further they are, the less problematic they are, possibly (who really feels oppressed by Caligula, for example?), but care should be taken to take these figures, and their role in genocide and slavery, seriously.

A similar problem may arise when using such figures as Allies. There used to be a time when Christopher Columbus was presented as a heroic figure, but our view of history has changed, and you will find him in the Villain section of this book (*see V16*). In the case of Hitler, an enterprising GM might find it interesting to have the player characters meet a young Adolf at a time when he is a budding artist. The intention is what really matters when making this choice. Players may be offended if this is meant to show everyone is born "good", but might better respond to the moral dilemma of meeting one of history's monsters before he commits crimes that are fixed points in time.

It may be easier and safer to instead use alien or far future stand-ins to make these points. Doctor Who is full of them, from the Daleks to Magnus Greel. And yet, there's a strong pulp tradition of using the Third Reich as the ultimate black hats (as evidenced by this entry), which neither started nor ended with Indiana Jones.

So if you must go there, tread lightly. Talk to your players. Ask them how they feel about it. Craft your adventure around the conversation. Dare to take a more serious tone that pays tribute to the victims if that's where it takes you. Definitely turn Hitler into a strident punching bag if you've had permission to do so. But the conversation will show that you at least took into account the irreparable harm these historical figures have caused, perhaps to someone sitting at your table, before launching into some silliness or high adventure.

AGENT CRISS-CROSS *(Criss-Cross)*

Back in the 1930s, Robbie Flint was the best safecracker in Bermondsey. If someone wanted a box opening, they came to Robbie Flint. The trouble was, he couldn't help himself from taking risks and was eventually caught and convicted for the Bermondsey bank job. The judge who sentenced him told him "You're a petty criminal, Mr Flint. From a line of petty criminals. I expect to be sentencing you and the rest of your family for the rest of my career."

So Flint moved to France. But it wasn't too long before the gendarmes also caught up with him after a string of jewellery shop robberies. At the start of the Second World War, Flint found himself locked up in a Paris prison. He was still there when the Germans invaded in 1940. They saw the potential in his skills and commuted his sentence in return for Flint agreeing to work for them under the code-name Agent Funken (Agent Spark in English).

Agent Spark has received training in combat and radio technique, including the operation of German cipher machines. He can also get by in speaking German. But it is his expertise with explosives that the Germans find most useful and they are planning to send Flint back to Britain to carry out sabotage missions.

What the Germans do not yet realise is that Flint is a double-agent. To British Intelligence, he is Agent Criss-Cross and has been providing them with valuable information from behind enemy lines. When Flint is assigned to sabotage munitions factories and other important installations in Britain, they will be able to fabricate the news reports and information that will be fed back to the Germans to convince them that he is still loyal.

Neither the British nor the Germans fully trust Robbie Flint. The Germans because he is British and a criminal; the British because they know that his allegiances are fluid. But only Agent Criss-Cross himself knows the truth…

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The truth is that Flint is playing both sides off against each other. He is loyal to whichever side he can gain the most from, and that changes on an almost daily basis.

When he was sent back to Britain on his mission of sabotage, Flint couldn't resist taking a "souvenir" with him. His German commanding officer had been collecting a series of strange artefacts which have been found washed up all along the Brittany coast. They look like nothing more than golden eggs, though Flint believes they are some new development in radio technology. Despite the risk, he couldn't help himself from stealing one of the eggs and bringing it with him.

When Flint realises that they are alien devices, and the aliens themselves (*see V135*) offer to make him ruler of the entire world, he will not hesitate to betray both the British and the Germans, and indeed the rest of the human race, in order to assist his new allies!

AGENT CRISS-CROSS

AWARENESS	3	PRESENCE	4
COORDINATION	3	RESOLVE	3
INGENUITY	3	STRENGTH	3

SKILLS
Athletics 1, Convince 3, Fighting 2, Knowledge 3 (AoE: Explosives), Marksman 2, Subterfuge 4, Survival 1, Technology 2, Transport 2

TRAITS
Brave
Breaking and Entering (Minor) – Has a +2 bonus on Subterfuge rolls involving getting past security, locked doors and guards; can also ask the GM to reveal the Difficulty of such rolls before deciding whether or not to attempt them
Dark Secret (Major) – Double-agent
Friends (Major) – British Intelligence
Friends (Major) – German Intelligence
Lucky
Selfish

EQUIPMENT
Revolver: 5(2/5/7) damage

TECH LEVEL: 4

STORY POINTS: 6

ANZOR *(Mission to Magnus, Antidote to Oblivion)*

During his schooldays at the Academy, the Doctor's life was blighted by a bully by the name of Anzor. Anzor is the son of a former Gallifreyan Council leader, and he made many of his class mates' lives a misery. Anzor taunted the Doctor as being a cowardly, snivelling sneak. A friend of the Doctor's, Chivor, once tried to outface him, but Anzor sealed him in a block of crystal and dropped him from the bell tower of the Academy! Anzor was also a bit of a dunce (in Time Lord terms, at least) and didn't know his vectors from his velocities. But he got around this by forcing the Doctor to do his homework for him.

This treatment obviously left the Doctor with a deep psychological scar. Centuries later, he still quivers in terror in the presence of Anzor. Anzor's appearance is now greatly changed from his days at the Academy. He possesses a gloomy looking face with a long nose and the eyes of an angry ferret. He is fond of wearing a top hat whose brim is encircled with a purple band of cloth once much favoured by Victorian undertakers. His cadaverous skull is covered by a thin parchment of wrinkled, yellow-hued skin and he has a set of thin lips which spread themselves into a sneering grimace. Anzor speaks in a gravelly voice which enhances his funereal appearance.

As well as being a bully, Anzor holds some extremely old-fashioned views. He despises anything he considers to be depraved or decadent – which covers a wide range of activities. Anzor cannot stand women. He believes that men have the right to rule, and that women need to be put in their "proper place". Anzor still carries one reminder of his schooldays: his galvaniser stick. This short rod can deliver a sharp electric shock to Anzor's victims, which remains painful for days after.

Doubtless as a result of his father's influence, Anzor has acquired a position as an agent of the High Council. When the Doctor encountered his old nemesis again, Anzor was on a mission to consider the Magnusians' request (*see L57*) to use time travel as a defence against their foes, the Salvakians. He has been issued with a Type 60 TARDIS fitted with an emergency compulsion sensor. This device allows him to draw other TARDISes to his. Anzor's TARDIS is normally in the form of a twisted, blasted oak tree, more a reflection of his twisted personality than any attempt at disguise. Anzor's days as the school dunce have come back to haunt him, as he is not a skilled navigator and has only a limited technical knowledge and ability.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

When the Doctor next encountered Anzor, the bully had been used as an experimental subject by Sil's scientist, Cordelia Crozier (*see V17*). Cordelia was developing an antidote to the many alien plagues that Sil intended to release on Earth in the 24th Century, and hoped that Anzor's Time Lord DNA would prove useful. Unfortunately for Anzor, the experiments went wrong and he was transformed into something resembling a pink potato with eyes on sticks which was only capable of saying "Fiddlesticks!" repeatedly. He is now Sil's pet.

ANZOR

AWARENESS	3	PRESENCE	5
COORDINATION	3	RESOLVE	3
INGENUITY	4	STRENGTH	3

SKILLS
Convince 4, Fighting 2, Knowledge 2, Marksman 1, Subterfuge 1, Technology 2, Transport 2

TRAITS
Argumentative
Bottom of the Class (Major)
Cowardly
Distinctive
Feel the Turn of the Universe
Loud
Menacing
Time Lord
Unattractive
Voice of Authority
Vortex

EQUIPMENT
Galvaniser Stick: 2(1/2/3) damage
Type 60 TARDIS (use Modern TARDIS stats from *The Time Traveller's Companion*)

TECH LEVEL: 10

STORY POINTS: 8

THE APPLEWHITE SISTERS *(The Wishing Beast)*

From a lonely looking hunk of nothing much, the last remaining shard of an asteroid, an awful splinter resembling a jagged skull, a message has been broadcast to the universe for three hundred years. It's a message from the Applewhite sisters, Maria and Eliza, welcoming anyone who hears it, offering to bestow a reward on the Heroes of Time and Space, a reward of the heroes' dearest wish.

Initial scans show the asteroid to be a blighted rock with a noxious atmosphere and lethal levels of radiation. But the scans quickly begin to fluctuate, settling to show a breathable atmosphere and safe radiation levels. There are even forests and signs of civilisation in the form of a large house in the woods. The house is a Gaudi-esque affair with organic curves, blobby extrusions and dozens of windows.

Maria and Eliza live in the house in the woods. They are a bizarre pair of elderly ladies, whose story of how they came to be here will not initially be revealed by them. When they receive new visitors, they will select one as the Hero of Time and Space and tell them that the Wishing Beast (*see V136*) has called out to them to bestow on them a reward. Maria and Eliza are both eccentric, though in different ways. Maria is the dominant character, seemingly the more stable of the pair. She is stern and humourless, fixated on the Hero. By comparison, Eliza is excitable, distracted, childish and perhaps senile. She often appears to be a dithery if harmless old lady. Eliza wears dark glasses, as her eyes were melted from their sockets

MARIA APPLEWHITE

AWARENESS	3	PRESENCE	4
COORDINATION	2	RESOLVE	4
INGENUITY	3	STRENGTH	1

SKILLS
Convince 3, Knowledge 1, Subterfuge 2, Transport 2

TRAITS
Eccentric (Minor)
Psychic
Special – The Wishing Beast: Maria can draw on the powers of the Wishing Beast to change reality, but the Story Points cost of doing so is double that of Daniel (see the Wishing Beast's stats for further guidance).

TECH LEVEL: 6

STORY POINTS: 6

ELIZA APPLEWHITE

AWARENESS	3	PRESENCE	2
COORDINATION	2	RESOLVE	3
INGENUITY	2	STRENGTH	1

SKILLS
Convince 1, Marksman 1, Subterfuge 2, Transport 2

TRAITS
Eccentric (Major)
Forgetful
Impaired Senses (Major) – Blind
Natural Weapon (Major) – Eye Beams: S(S/S/S) or 5(2/5/7) damage
Psychic
Special – The Wishing Beast: Eliza can draw on the powers of the Wishing Beast to change reality, but the Story Points cost of doing so is double that of Daniel (see the Wishing Beast's stats for further guidance).

EQUIPMENT
Proton Filter Vacuum Cleaner [Traits: Delete. Story Points: 2.]

TECH LEVEL: 6

STORY POINTS: 6

soon after the sisters first arrived on the asteroid. It is a long time since Maria and Eliza had any new visitors and they will dote on them, serving a delicious tea and promising to take them to the Wishing Beast in the morning to collect the Hero's reward.

The space cruiser carrying the sisters and their younger brother Daniel crashed on the asteroid three centuries ago. Daniel was only a child and the sisters were in their late teens. They had to eat what they could find in the wreckage, abominable acts which robbed Maria and Eliza of their senses. Daniel died, or so the sisters claim initially. But the reality is that all three were changed by something Daniel found on the asteroid. A small featureless white box; something from another dimension.

The box called Daniel to it, through the woods and across a lake. When he found the box, it gave him his deepest desire: to be able to boss his sisters around, like they did to him. The box merged with Daniel, transforming him into a dragon-like being with golden scales, a creature called the Wishing Beast. Additionally, Maria and Eliza were granted a measure of psychic powers, and Eliza lost her sight but gained the ability to shoot deadly laser blasts from her eye sockets. Maria and Eliza can draw on the powers of the Wishing Beast, but to a lesser extent than Daniel. For example, they were able to prevent the TARDIS from leaving their asteroid.

Since then, the sisters have lived alone in the house, luring space travellers to the asteroid in order to feed them to the Wishing Beast in the forest. The Wishing Beast devours their psyches, peeling away the layers of their being and turning them into the phantoms that haunt the woods. The phantoms are pathetic creatures surviving in a rudimentary village. But when there are no new visitors to feed to the Wishing Beast, the sisters must harvest the ghosts.

Despite her lack of sight, Eliza wields what appears to be a vacuum cleaner. This device is fitted with a proton filter allowing it to destabilise particles at a molecular level. It is as deadly against physical beings as it is against the ghosts, stripping away layers of substance and sucking them into itself. Eliza can switch the vacuum cleaner to blow, and the souls it has gathered are ejected for the Wishing Beast to consume. The Beast rarely eats the souls all in one go, but strips them layer after layer over a period of time.

The ghosts are the remnants of those space travellers who responded to the sisters' siren call, lured here with a promise of being granted their dearest wishes. They were welcomed, feted and fed, then taken to see the Wishing Beast. Instead of granting their wish, it fed on them and reduced them to what they are now. There are fewer than a hundred ghosts left. Some can concentrate and become corporeal for a few minutes. But for the most part, they are insubstantial. They cannot eat or drink or even lie down without sinking through the floor. It takes intense focus for them to even remain floating just above the ground.

GHOST

AWARENESS	3	PRESENCE	2
COORDINATION	2	RESOLVE	0
INGENUITY	3	STRENGTH	N/A

SKILLS
Convince 1

TRAITS
Flight (Minor)
Immaterial (Special Bad)

TECH LEVEL: 6

STORY POINTS: 1-2

ASHLEY CHAPEL *(Millennial Rites)*

When Tobias Vaughn allied himself with the Cybermen (see *The Invasion*), Ashley Chapel was his personal assistant at International Electromatics. After the Cybermen were defeated and IE was shut down, Chapel was recognised as the man behind the company's innovative micro-monolithic circuitry. He went to court and was granted the patent. From there, he founded his own company, which rapidly grew into the Ashley Chapel Holdings Corporation (ACHC), with the result that the micro-monolithic circuit is now included in virtually every item of electronic household equipment. One division of ACHC is Ashley Chapel Logistics (ACL), which began by creating systems software and quickly branched out into the consumer market, designing graphics packages, spreadsheet programs and the like. Along the way, Chapel has become a multi-millionaire. He is also a genius and a philanthropist, as well as being extremely arrogant and condescending.

Back when he worked for Vaughn, Ashley Chapel had bought into his employer's dreams of unity and direction for mankind. The people of Earth were weak and directionless, and Vaughn had known that he was the only one who could lead humanity and protect it from conquest. But Vaughn had made a single mistake: his allies were ill-chosen. The Cybermen had betrayed him, and Vaughn's life had been the cost of that betrayal.

Vaughn's notes on the micro-monolithic circuit, a product of Cyberman technology, indicated that it could be used to boost the latent telepathic potential of the human mind, and Chapel's experiments on the circuit validated this. Twenty-odd years after Vaughn's downfall, Chapel designed a device containing the circuits and used it to reach out with his mind, trying to send a plea to locate potential new allies. And his mind touched something, an intellect that burned brighter than the Sun: Saraquazel (*see V102*). Ashley Chapel had found his ally. He and Saraquazel will usher in a new age of peace and prosperity for mankind, with Chapel himself to guide them.

Saraquazel is a being of pure intellect, a creature from another realm, one higher than the physical world. He is a master of quantum mnemonics, a science from the universe to come after ours, which relies on physical laws so different to those of our universe that they seem like magic. Saraquazel instructed Chapel to locate and gather together items from around the world which contain the merest fragments of quantum mnemonics. These artefacts with reputedly magical properties are part of their plan to change the laws that govern our universe and so allow Saraquazel to manifest fully. The culmination of that plan is the Millennium Codex, a complex software program developed in secret by Chapel and which, when activated on New Year's Eve 1999 will warp reality itself.

Saraquazel's science has also enabled Chapel to transform people into creatures he has called cybrids. The skin of these creatures is blue-black and inlaid with silver and gold patterns. They have long, sinewy limbs and vicious talons and fangs. Their bestial faces have slanted, yellow eyes. Chapel uses his cybrids to dispose of anyone who threatens his schemes.

ASHLEY CHAPEL

AWARENESS	3	PRESENCE	5
COORDINATION	3	RESOLVE	5
INGENUITY	6	STRENGTH	3

SKILLS
Athletics 1, Convince 3, Knowledge 2, Science 3, Subterfuge 2, Technology 5, Transport 2

TRAITS
Arrogant
Boffin
Dark Secret (Major)
Technically Adept
Wealthy (Major)

TECH LEVEL: 5

STORY POINTS: 8

CYBRID

Attributes: Awareness 4, Coordination 4, Ingenuity 1, Presence 3, Resolve 3, Strength 4
Skills: Athletics 2, Fighting 4, Subterfuge 2
Traits: Alien Appearance, Enslaved, Fear Factor 1, Immortal (Major), Natural Weapon (Minor: Talons and Fangs: Strength +2 damage), Tough
Tech Level: 5
Story Points: 1-3

MAGNUS ASHMAEL, THE ARCHIMAGE

When Ashley Chapel activated the Millennium Codex on New Year's Eve 1999, it was corrupted by a counter-mnemonic used by Anne Travers, who believed she was preventing the manifestation of the Great Intelligence. As a result, a small section of London was transformed into the Great Kingdom (*see L44*) and sealed off from the outside world by a forcefield. The physical laws within the Great Kingdom have been changed, and magic – in the form of quantum mnemonics – works.

In the revised history within the Great Kingdom, Ashley Chapel has become Magnus Ashmael, Archimage of Abraxas. He is one of the three rulers of the Kingdom, his rivals being the Technomancer (*see A15*) and the Hierophant (*see A19*), and his seat of power is the Tower of Abraxas, a transformed version of Canary Wharf. As with his rivals, the Archimage wields the magic-like power of quantum mnemonics. Unlike them, he is a rational man, not full of superstitions. But he does heed the warnings of his ancestors about angering the Three Gods of Past, Present and Future who created the Great Kingdom, and who may yet come again if their laws are disobeyed. Ashmael worships the God of the Future, Saraquazel, who resides in the Tabernacle at the centre of the Kingdom along with his fellow Gods. To approach the Tabernacle is the greatest crime in the Kingdom, but with rumours of the return of the Dark One, He Whose Name Dare Not Be mentioned, the Valeyard, he realises he may need to consult his God in person.

Ashmael usually wears the high-coloured robe of shining gold that signifies his office. Like the Technomancer and the Hierophant, he is served by his own particular species of creature. These are not the cybrids, who are now the subjects of the Technomancer. Instead, Ashmael's servants are the auriks. The warriors among these are six foot tall bipeds with skin resembling golden armour and vicious barbed spikes at each joint. Their faces are carved masks with blank black eye slits and a dark gash for a mouth, and ram-like horns curl from their temples. Some auriks have bat-like wings and devil's tails, and flocks of them can be seen soaring in the skies above the Great Kingdom.

AURIK

Attributes: Awareness 4, Coordination 4, Ingenuity 2, Presence 3, Resolve 3, Strength 4
Skills: Athletics 3, Convince 1, Fighting 4, Subterfuge 2
Traits: Alien Appearance, Armour (5 points), Enslaved, Flight (Major), Natural Weapon (Minor: Talons: Strength +2 damage)
Tech Level: 5
Story Points: 1-3

MAGNUS ASHMAEL

AWARENESS	3	PRESENCE	5
COORDINATION	3	RESOLVE	5
INGENUITY	6	STRENGTH	3

SKILLS

Athletics 1, Convince 3, Knowledge 4, Marksman 2, Science 2, Subterfuge 2, Technology 5

TRAITS

Arrogant
Authority (Major) – The Archimage
Boffin
Distinctive
Indomitable
Psychic
Special – Quantum Mnemonics: operates in a similar manner as the Magic Adept trait (see *The First Doctor Expanded Universe Sourcebook*)
Technically Adept
Telekinesis
Telepathy
Voice of Authority

TECH LEVEL: 5

STORY POINTS: 8

ASTROLABUS *(1st in Voyager)*

According to Astrolabus, he is the Star Taker, the Sandman, the Jester, the Conjuror, the Clown and the Fool. He has charted the secret places of the Earth and he has journeyed to the stars. He is magic! He is myth! He is legend! Sapristi!

This is all typical of Astrolabus's ramblings and wild claims. Astrolabus is a Time Lord who was banished from Gallifrey long ago. He is now an ancient figure, a skinny old man with a bald pate, a ragged fringe of white hair and a long pointed beard. He wears an assortment of bizarre clothing, anything from sorcerer's robes to greatcoats to flying jackets complete with leather helmets and goggles. Astrolabus's behaviour is unpredictable and manic. His speech is punctuated with French phrases (and sometimes other languages), often inappropriate, out of context or mangled. Astrolabus employs all manner of fantastic gadgets, such as da Vinci flying machines and guns that fire only sucker-tipped arrows or "BANG!" flags. Zut alors!

Astrolabus is known to other Time Lords as the Thief of Time, having stolen Rasilon's sacred work, *The Book of Old Time*, from Gallifrey long before the Doctor was even born. He used the book's knowledge to plunder the past of its great treasures. Astrolabus will deny this of course, claiming that he is a pioneer who charted the first meridians of time. The treasures he has pillaged are no more than he deserves as payment for his genius!

Among the treasures that Astrolabus has stolen are the charts of Voyager (*see V132*), a figure that looms large in Time Lord nightmares. Astrolabus has since been trying to avoid Voyager's pursuit. At one time, he became advisor to King Ptolemy of Egypt. Astrolabus used his advanced knowledge to power the King's lighthouse. This drew other travellers from beyond the stars and the city of Alexandria became a crossroads of time.

Before long, Voyager came from the realms of Old Time. The city fell, torn apart by seismic upheavals as the Earth's gravitational field buckled and warped. By that time, Astrolabus had fled aboard one of the alien visitors' ships, but it was wrecked in Voyager's wake. The ship plunged into the sea near a rocky isle where Astrolabus's TARDIS became a lighthouse and shone for untold centuries at the edge of the world. He is content to wait there in hiding, using his lighthouse to lure ships to their doom, until Voyager should find him, at which time he will flee again. San fairy Ann!

Astrolabus lost Voyager's charts long ago, when they were removed to safety by Ptolemy's priests during the destruction of Alexandria. But the rogue had had them tattooed all over his body. Beneath his coats and robes, his skin is a network of star charts, enabling him to open dimensional gates at will. Anyone foolish enough to pursue Astrolabus through them will find themselves in a fantastical, changing landscape similar to that of the Matrix or the Land of Fiction, which Astrolabus alone controls. The charts also contain Voyager's power over death itself. Although Astrolabus is in his final incarnation, while he wears the charts on his flesh he will live forever (barring accidents). Plus ça change!

ASTROLABUS

AWARENESS	3	PRESENCE	6
COORDINATION	4	RESOLVE	5
INGENUITY	6	STRENGTH	2

SKILLS
Athletics 2, Convince 2, Craft 4, Fighting 2, Knowledge 4, Marksman 3, Science 4, Subterfuge 3, Survival 4, Technology 4, Transport 3

TRAITS
Artron Battery
Boffin
Distinctive
Eccentric (Major)
Feel the Turn of the Universe
Hypnosis (Major)
Immortal (Major)
Matrix Lord
Outcast
Psychic
Resourceful Pockets
Technically Adept
Time Lord
Time Lord (Experienced) x12
Time Traveller (Special) – Astrolabus suffers no penalty for rolls concerning any Tech Level
Vortex (Special) – Can hop through the dimensions at will
Vortex Born

TECH LEVEL: 10

STORY POINTS: 8

AXOS *(The Feast of Axos)*

When Axos tried to consume the Earth in the late 20th Century, the 3rd Doctor was left with no alternative but to trap the space parasite in a time loop, forever passing through the same temporal coordinates (see *The Claws of Axos*). Axos still exists in physical space, at a point high above the Earth, but trapped behind a time field threshold. This barrier is impassable to human technology and would require Tech Level 8 intervention as a minimum. Of course, characters with a TARDIS could easily materialise within the time field itself, bypassing the barrier.

Within the threshold, the area encompassed by the time field is approximately five kilometres in diameter and at its centre lies Axos itself. Trapped in the time loop without energy to feed from, Axos has retained its familiar organic shape but has retreated into hibernation. Anyone arriving within the dormant Axos organism will find the environment to be a dangerous one. Pressure inside it is variable, as is the atmosphere, which contains little oxygen. Spacesuits are therefore recommended. However, Axos is able to absorb energy from any source and it will not be long before it begins to revive. Even the act of walking in Axos provides it with enough kinetic energy to rouse from its slumbers, though it needs much more to become fully active and aware. Tentacle-like cilia will begin to move, waving around and automatically grasping for anyone foolish enough to get too close. Membranes act as doors and airlocks and may be opened by manipulating the right nerve clusters. And deep within, the Eye of Axos will become active and begin monitoring the new arrivals.

Anyone arriving outside Axos, assuming they have managed to breach the time field threshold, will have more difficulties to overcome. The area within the time field is the vacuum of space. Docking with Axos is difficult as it is an organic construct. The exterior of Axos is a tough, fleshy covering and, although there are things resembling skin pores and membranes, it might be simpler to latch on to the side of the organism and cut a way through. Of course, the area beyond is going to suffer immediate decompression and the whole of Axos will convulse and shudder in pain at such an invasion of its flesh.

Within the time field, strange temporal effects are witnessed. Voices from both the past and the future may be heard, and shadowy apparitions might even appear. These might impart useful information, or they may just confuse and obfuscate what is happening.

Until it awakens, Axos is more an alien environment to be explored than a monster to be defeated, However, once it is active, it has the same motivations as it always has: to consume. The nearest sources of energy will be any lifeforms foolish enough to come here, but any nearby space or timeships are also welcome. As always, though, these are mere appetisers for the main course: the Earth itself. When the 6th Doctor found himself captured within Axos, the creature used its Axonite to copy him. The Axon Doctor is an exact duplicate except for its golden skin and bulging eyes. It even retains the real Doctor's memories, including the knowledge of time travel. If it were to gain access to the TARDIS, the whole of time and space would be open to Axos!

AXON DOCTOR

AWARENESS	3	PRESENCE	6
COORDINATION	3	RESOLVE	4
INGENUITY	7	STRENGTH	4

SKILLS

Convince 3, Fighting 3, Knowledge 4, Marksman 4 (tentacle), Medicine 3, Science 5, Technology 4, Transport 4

TRAITS

Alien
Alien Appearance
Boffin
Fear Factor 2 – If in monstrous form
Natural Weapon (Major) – Tentacle: In its monstrous form, the Axon Doctor's tentacles inflict 4(2/4/6) or S(S/S/S) damage
Networked (Major)
Shapeshift (Special) - The Axon Doctor can "de-personalise", becoming the monstrous Axon Warform
Special – Re-absorption: Within Axos, the Axon Doctor can simply step into the walls and be entirely re-absorbed, ceasing to exist as an individual unit
Technically Adept
Time Traveller (Special) – All
Vortex

TECH LEVEL: 7

STORY POINTS: 8

BARON PTERATRARK AND REVEREND FLITAMUS

(The Widow's Assassin)

Baron Pteratrark and Reverend Flitamus are rulers of two of the planets within the Tantross Coalition, a loose alliance of feudal worlds that includes Krontep (*see L49*), Terterra, the Anemone Tribes, Chiroptera and Hobril Minor. They joined the party that accompanied King Yrcanos on his stag night, hunting Varneks in the Hinterlands of Krontep with several other prominent galactic nobles. When Yrcanos died of poisoning seven days after his wedding, Pteratrark and Flitamus were among the suspects investigated by Constable Wolsey, both being known to harbour ambitions over the other worlds of the Coalition.

The feathered aristocrat Baron Pteratrark is the ruler of the Pteratrarks of Terterra. Claiming to be the finest swordsman in Terterra, he is very fond of duelling, choosing to be insulted by the merest of imagined slights in order to pick a fight. Pteratrark speaks with a harsh and heavily accented voice. He is accompanied by a masked figure, Surgeon Tocrodi, a military doctor who restrains the Baron's more bloodthirsty excesses.

The bat-like Reverend Flitamus is head of state of the Conclave of Chiroptera. Flitamus is a religious fanatic and likes to think of himself as defender of all faiths. He changes his religion every morning and launches crusades against anyone who so much as wears the wrong type of hat! The inhabitants of any world which falls under his control will find themselves forcibly converted to his cause to use as troops. Flitamus is monk-like in demeanour and has a sonorous, oleaginous voice. He is accompanied by a cowled figure, Drast, an acolyte who literally refuses to step outside the Reverend's shadow.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Pteratrark and Flitamus are conspiring with Queen Peri (or rather with Mandrake, *see V62*, the mental parasite who has taken over Peri's body). They are planning to jointly marry Peri and combine their forces to conquer the rest of the Tantross Coalition – but they will not be above deposing her when the time is right.

Both Drast and Tocrodi are the 6th Doctor in disguise, using the TARDIS to cross his own timeline in order to investigate the murder of Yrcanos.

BARON PTERATRARK

AWARENESS	3	PRESENCE	3
COORDINATION	4	RESOLVE	4
INGENUITY	2	STRENGTH	3

SKILLS
Athletics 3, Convince 2, Fighting 5, Marksman 3, Subterfuge 1, Technology 2, Transport 2

TRAITS
Alien
Alien Appearance
Argumentative
Authority (Major) - Ruler of Terterra
Code of Conduct (Major) – Any excuse to fight a duel!
Noble
Silver Spoon

EQUIPMENT
Sword: Strength +2 damage
Blaster Pistol: 6(3/6/9) damage

TECH LEVEL: 6
STORY POINTS: 8

REVEREND FLITAMUS

AWARENESS	4	PRESENCE	4
COORDINATION	3	RESOLVE	3
INGENUITY	2	STRENGTH	3

SKILLS
Athletics 2, Convince 4, Fighting 4, Knowledge 4 (AoE: Theology), Marksman 3, Subterfuge 1, Technology 2, Transport 2

TRAITS
Alien
Alien Appearance
Argumentative
Authority (Major) - Chiroptera
Code of Conduct (Major) – The tenets of whichever religion he follows today
Noble
Silver Spoon

EQUIPMENT
Sword: Strength +2 damage
Blaster Pistol: 6(3/6/9) damage

TECH LEVEL: 6
STORY POINTS: 8

BIANCA *(The Wormery)*

With her sultry good looks and her voice made husky by cigarettes and drink, Bianca is the epitome of the louche cabaret owner typical of Berlin in the 1930s, and true to form, she does indeed own a nightclub, Bianca's (*see L11*). As well as being the nightclub's owner, Bianca is its principal singer and takes to the stage every night. She loves the limelight and belts out songs in the style of the cabaret performers of the Weimar Republic. Bianca believes she has a perfect singing voice, and although this is not quite true, she can carry a song well. She doesn't like to share the attentions of her audience though and has downsized her orchestra over time until she is now only accompanied by the club's pianist, Heinrich.

There is more to both Bianca and her nightclub than initially meets the eye. Despite appearances, Bianca's is not located in 1930s Berlin, though there is an entrance to be found there. It is in fact the remains of a TARDIS, now dead and located in a dimensional nexus, connected to real space by several wormholes with their other ends at various points in time and space. Bianca is in league with a faction of psychic worms (*see V91*) who inhabit the nexus and who are planning on broadcasting Bianca's singing through the wormholes to freeze the universe at a perfect moment and envelop it in harmony and unity.

Bianca serves her own house special liquor, a drink which smells of tequila and is distilled especially for her on the planet Sagius Minor. At the bottom of each bottle is one of the psychic worms, apparently dead but actually still alive. The liquor acts as a conduit for the worms' psychic abilities, which makes anyone drinking it susceptible to mental influence.

Bianca is very theatrical in character with exaggerated reactions and emotions. She has an inexplicable dislike for that most unreliable of time travellers, Miss Iris Wildthyme. Like Iris, Bianca has a romantic attraction to the Doctor, though she is likely to display this in a more sensual, seductive manner than most of Irises incarnations.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Bianca is none other than a future version of Iris Wildthyme, perhaps her final incarnation. In a similar manner as the Valeyard is to the Doctor, she is a distillation of all the darker impulses in Iris's personality. Also like the Valeyard, Bianca is plotting to steal Iris's remaining regenerations in order to prolong her own life. She carries a concealed pistol with a miniature distillation chamber in the pearl handle, capable of stealing a Time Lord's future regenerations for Bianca to absorb later. Her nightclub, Bianca's, is all that remains of her own TARDIS, the former London double-decker bus which crash landed on a planetoid in the dimensional nexus.

For a summary of the changing face of Iris Wildthyme, see *The Third Doctor Expanded Universe Sourcebook*. Details of some of her other incarnations can be found in *The Third* and *Fifth Doctor Expanded Universe Sourcebooks*.

BIANCA

AWARENESS	3	PRESENCE	5
COORDINATION	3	RESOLVE	4
INGENUITY	7	STRENGTH	2

SKILLS
Convince 4, Craft (Singing) 4, Fighting 2, Knowledge 5, Marksman 2, Medicine 1, Science 3, Subterfuge 4, Survival 2, Technology 4, Transport 3

TRAITS
Adversary – Iris Wildthyme
Attractive
Boffin
Charming
Dark Echo
Dark Secret (Major) - Iris's Valeyard
Dead TARDIS
Distinctive
Eccentric (Major)
Feel the Turn of the Universe
Impulsive
Obsession (Major) – Steal Iris's regenerations
Psychic
Technically Adept
Time Lord
Time Lord (Experienced) x12
Time Traveller (Special) – Bianca suffers no penalty for rolls concerning any Tech Level
Vortex

EQUIPMENT
Bianca's house special liquor [Traits: Hypnosis (Major). Story Points: 1.]
Distillation Gun: each shot drains 2(1/2/3) future regenerations from a Time Lord

TECH LEVEL: 10
STORY POINTS: 5

BOVIN *(Trouble in Paradise)*

Bovin is the name of the Herd Leader and of the Herd itself. The Herd Leader is like a huge upright buffalo with an elongated bovine face, a tuft of beard and a thick mane of hair, and is complete with horns and hooves.

Bovin is from the past and the future. At the time of ice and snow, the Bovin ruled the Earth. The Herd stretched across the land masses and were the dominant species. The livestock – the humans – worshipped them. They both feared and prayed to the Horn and the Hoof. They fed the Bovin offerings and painted their likeness on the walls of their caves. But then came the day of disaster: the Herd Leader was trapped in the ice. Without his mind, the Herd became no better than the livestock, stupid and slow moving. The humans turned on them, killing and eating them. They used Bovin skins for clothing and their bones to decorate their dwellings.

Many thousands of years into the future, the ice melted and the Herd Leader broke free. He discovered that his people were now small in number. There was no longer a Herd for him to lead. They were too few for him to control; the Herd Leader could no longer give them the power of intelligence.

The humans of the future had developed time travel, so Bovin stole a time machine to save his people. The Herd Leader could not control their device well, and many humans throughout history saw him, reinforcing the belief in a hooved and horned devil. At last, Bovin arrived at the right point in history to save the Herd. Using a tractor beam, he drew Christopher Columbus's ships to North America in 1492 (*see V16*). In the alternative future Bovin has come from, the Herd has been destroyed by the humans who are indigenous to the Americas, hunting them to extinction. Bovin believes that now he has brought the Europeans to America, they will replace those natives. The Europeans have their own technologies, their own cloths and meats. According to Bovin's plan, they will not need to hunt the Herd. He's mistaken of course, but it will be very difficult to persuade him to alter his course.

Bovin has brought a range of technological devices with him from the future. As well as the time machine, he has a machine comprised of three human-sized booths in which victims are rendered down for the energy from their fatty deposits, a gruesome process. He also has a number of mind-control devices which clamp to the head of their subjects and act as Hypnosis (Major).

Bovin speaks with a deep, growling voice. He views humans as "livestock" and females as "heifers". Livestock are generally to be rendered or used as slave labour, or merely culled if they prove to be a nuisance.

If his plan for saving the Herd using Christopher Columbus (*see V16*) does not work (as history shows it does not), Bovin will come up with another plan and might be encountered anywhere throughout Earth history. Whether Bovin was unique among the Herd, a mutant perhaps, or whether there were many Herd Leaders remains a mystery for enterprising time travellers to investigate.

BOVIN, THE HERD LEADER

AWARENESS	3	PRESENCE	5
COORDINATION	3	RESOLVE	5
INGENUITY	4	STRENGTH	6

SKILLS
Athletics 3, Convince 2, Fighting 4, Marksman 3, Science 2, Survival 2, Technology 3, Transport 1

TRAITS
Alien
Alien Appearance
Last of My Kind
Natural Weapon (Minor) – Horns: Strength +2 damage
Networked (Major) – The Herd
Special – Herd Leader: All Bovin in contact with the Herd Leader's Networked trait have their Ingenuity raised by 2 points, but only if the herd is of sufficient size (a thousand at minimum)
Time Traveller (Major) – Bovin is familiar with Tech Level 8 technology
Tough
Vortex

EQUIPMENT
Bovin has stolen many gadgets from the future

TECH LEVEL: 3

STORY POINTS: 8

BURKE AND HARE *(Medicinal Purposes)*

William Burke and Billy Hare are the pair of infamous body-snatchers who operated in Edinburgh in 1827-28 and who resorted to murder in order to secure a supply of fresh corpses.

Burke and Hare were Irish labourers who first met in Scotland in 1827. They quickly became friends, and Burke soon moved into Hare's lodging house in Tanner's Close in Edinburgh where, with their wives, they acquired a reputation for hard drinking. Burke and Hare quickly progressed from grave-robbing to murder, supplying corpses to Dr Robert Knox (but only via the physician's assistants).

When the TARDIS brought the Doctor to Edinburgh at this time, he was eager to shake the hands of Burke and Hare. Although he could not condone their methods, the Doctor considers that the pair's activities benefitted the advancement of medical science enormously. However, he was initially confused when Billy Hare denied any knowledge of William Burke. Later, Burke made an appearance, but it was clear that there was something very wrong in this reality. Here, Dr Robert Knox – or at least a person going by that name (*see V24*) – has direct dealings with the body-snatchers, instructing them on who to kill for him.

Burke and Hare have a stormy relationship made worse by drink. To William Burke, their murderous activities are just paying work, whereas Billy Hare seems to genuinely enjoy it. Burke is a heavy drinker, perhaps to quell his conscience. By comparison, Hare is much more dangerous and thinks of Burke as a drunken oaf. He is known to be a nasty piece of work with yellowing lustful eyes, like those of a cat before it strikes. Hare knows a little of Knox's wider scheme, though he doesn't really understand it. Little do either of them know that they are just pawns in Knox's plan, trapped in a bubble of time in which their killings play themselves out again and again for a paying audience.

WILLIAM BURKE

AWARENESS	3	PRESENCE	3
COORDINATION	3	RESOLVE	2
INGENUITY	3	STRENGTH	4

SKILLS
Athletics 3, Convince 1, Fighting 4, Subterfuge 3, Survival 2

TRAITS
Tough

TECH LEVEL: 4

STORY POINTS: 6

BILLY HARE

AWARENESS	3	PRESENCE	3
COORDINATION	4	RESOLVE	3
INGENUITY	2	STRENGTH	4

SKILLS
Athletics 2, Convince 2, Fighting 4, Subterfuge 3, Survival 3

TRAITS
Distinctive
Menacing
Tough

EQUIPMENT
Knife: Strength +2 damage

TECH LEVEL: 4

STORY POINTS: 6

CAPTAIN SLARN *(Slipback)*

Captain Orlous Moston Slarn, master of the galactic survey ship the *Vipod Mor* (*see L89*), is a quartz-based lifeform. Unlike many quartz-based lifeforms, Slarn is repulsive both in appearance and manner. He is totally selfish, being interested in nothing except his own self-indulgent pleasure.

Slarn isn't an engineer or a guidance expert as most starship captains are, and to most of his crew, his appointment is a mystery. Slarn had started his professional career as an entertainments officer aboard the *SS Vampon*. Again, it wasn't that he knew anything about how to organise shipboard entertainments, nor that he was particularly amusing or entertaining in himself. He just enjoyed going to parties. Of course, being an officer, he felt his function was simply to shout a lot and be thoroughly unpleasant if the event did not come up to his exacting standards.

If passengers complained about the tediousness of a party, he would put his outrage into a well-worded memo to the purser - with a copy to the captain – denouncing the incompetence of some minion. During his first cruise, and on his say-so alone, the whole entertainments staff was sacked and replaced four times. When someone in authority finally noticed his own shortcomings, Slarn was always careful to resign and move on. If the captain didn't give him a good reference, then he would write his own.

How he was nominated for his captaincy is interesting only in as much as it is a good example of how being in the right place at the right time, then bending events to your advantage, can bring about the elevation of an incompetent. The incident occurred one fateful night about two years after Slarn had bribed his way to the rank of purser. A new, super-luxurious, ultra-safe starliner was split in two by a meteor shower. Slarn was the only surviving officer and subtly took the credit for the efforts of others in calming and saving the passengers.

After securing the nomination, Slarn used a rather unique ability to deal with his competition among the candidates. As a child, Orlous had discovered he could simulate all the symptoms of a disease by simple will power. At first he experimented with milder complaints, perfecting each and every medical detail, quickly moving on to more unpleasant conditions. By the time he was fifteen years old, Slarn was an orphan, having 'murdered' his whole family. Yet he himself had hardly had a genuine day's illness in his life, seeming to be immune to his own menace.

As ship's captain, Slarn generates diseases as a form of punishment among his crew. A small misdemeanour means a few days in the sick bay with Weedle's Fever. A more gross act of indiscipline is met with a bout of Vex's Syndrome. While any crewmember who is foolish enough to become recalcitrant receives a visitation from Narn's Pox or Moriarty's Revenge.

CAPTAIN SLARN

AWARENESS	2	PRESENCE	4
COORDINATION	2	RESOLVE	4
INGENUITY	3	STRENGTH	4

SKILLS
Convince 3, Knowledge 2, Medicine 2, Survival 4, Technology 3, Transport 1

TRAITS
Alien
Alien Appearance
Argumentative
Authority (Minor) – Ship's captain
Immunity – Most diseases
Infection – Slarn can generate and incubate all sorts of diseases with varying degrees of lethality
Repulsive
Selfish
Unattractive
Voice of Authority

TECH LEVEL: 7

STORY POINTS: 6

In more recent years, Slarn has become more vulnerable to his self-incubated diseases, suffering their symptoms - though as yet not fatally. On particularly bad days, he confines himself to his hot lava bath to sooth his pains and irritations. Some of his crew believe that it is only a matter of time before he produces a virus virulent enough to kill himself.

CHRISTOPHER COLUMBUS *(Trouble in Paradise)*

Although Christopher Columbus is often credited with the European discovery of North America in 1492, it is now widely accepted that this had been achieved by the Vikings almost five hundred years previously. Nevertheless, his voyages across the Atlantic led to sustained contact between Europe and the Americas, resulting in a period of exploration and colonisation.

Columbus was born in the Republic of Genoa in 1451 and first went to sea at the age of ten. In adulthood, he became a merchant and travelled extensively around Europe. From around 1490, he lobbied the Spanish Crown for financial support for an expedition to discover a western route to Asia, the eastern land route using the old Silk Road having become much more dangerous since the fall of Constantinople to the Turks in 1453. King Ferdinand II and Queen Isabella I finally acceded to his petitions and Columbus's first voyage departed from Spain in August 1492.

Columbus's knowledge of the trade winds allowed him to make fast progress across the Atlantic such that the expedition sighted an island in what is now the Bahamas on October 12th – though in fact it appears that much of this speed was due to a tractor beam employed by the Bovin (*see V13*), a creature from an alternative future, to ensure the discovery of the Americas by European explorers. Despite all evidence to the contrary, Columbus never accepted that he had discovered a new continent, instead insisting that he had found a western sea route to Asia, calling the islands he first landed on the Indies.

The Doctor and Peri encountered Christopher Columbus shortly after his arrival in the Bahamas. Peri studied the explorer in high school and considers him to be a monster. Having noticed the gold jewellery worn by the native population, Columbus instructed all fourteen-year old boys from the tribes he encountered to each bring him a gold piece every day. Those that didn't had a hand chopped off and died from shock and blood loss. In addition, and contrary to the express orders of Queen Isabella, Columbus took hundreds of native Americans back to Spain as slaves. He was instructed to take them back and release them, but many died on the voyage.

Columbus was certainly a brutal and tyrannical ruler of the Indies during his period as Governor of the new Spanish colony. He and his two brothers employed torture and mutilation to enforce their rule on the people. Columbus also had an egocentric and arrogant personality, promoting himself as the greatest explorer in the world. He was however dismayed to learn that the Doctor was a far greater explorer than he, believing him to have navigated both Heaven and Hell. Columbus would have stolen the Doctor's miraculous blue box for himself, but the Bovin's attempts to restore his Herd meant that this opportunity was lost. Ultimately, Columbus decided not to tell anyone of his encounter with the Doctor, else he be judged either an idiot or a madman!

CHRISTOPHER COLUMBUS

AWARENESS	3	PRESENCE	5
COORDINATION	3	RESOLVE	4
INGENUITY	3	STRENGTH	3

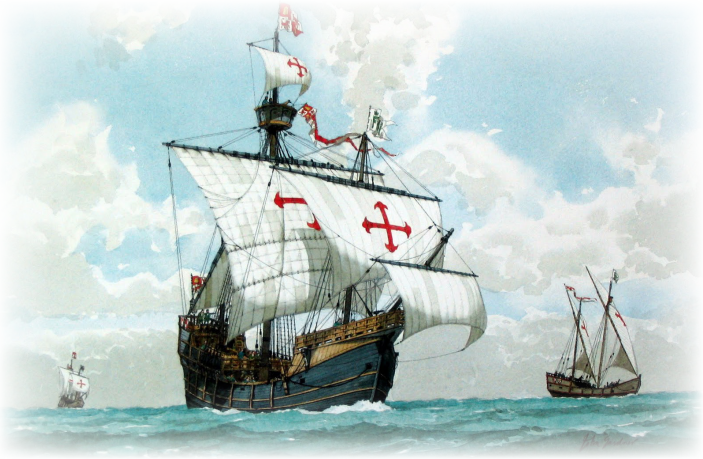
SKILLS
Athletics 2, Convince 4, Craft 2, Fighting 3, Knowledge 5 (AoE: Navigation), Marksman 1, Medicine 1, Survival 2, Transport 3 (AoE: Ships)

TRAITS
Arrogant
Insatiable Curiosity
Linguist (Minor) – Ligurian (native), Portuguese, Latin, Castilian
Voice of Authority

EQUIPMENT
Sword: Strength +2 damage

TECH LEVEL: 3

STORY POINTS: 6



CORDELIA CROZIER *(Antidote to Oblivion)*

Cordelia Clare Crozier is the daughter of Crozier, the surgeon who operated on Peri Brown and Lord Kiv on Thoros Beta (see *Mindwarp*). According to Cordelia, her father was killed when he was sucked into a temporal void during the Time Lords' intervention. With the death of Crozier, the Mentor Sil sponsored Cordelia and paid for her education, raising her to be a talented biochemist. Naturally, Sil has plans to use Cordelia's skills to increase his own wealth.

Cordelia perhaps most resembles her father in her cold blue eyes. She habitually wears a white lab coat. When he forgets himself, Sil calls her Mistress Cordelia, which she objects to and blames on a fault in his translator. She prefers Ms Cordelia or just Cordelia.

Cordelia is in charge of Sil's special project and she has an extensive laboratory installed in the skyscraper that is Concorp's headquarters in London. She is researching an antidote to the many strains of alien plague that Sil plans to release on the population of Concorpia (*see L22*) in order to reduce the numbers of unemployed and otherwise unproductive members of society. The cocktail of viruses and bacteria that Sil intends to release will wipe out ninety per cent of the population within two weeks. The remaining ten per cent, comprising the Board of Concorp and the Executive Class, will have been inoculated with Cordelia's vaccine.

Having researched the Doctor, Cordelia is aware that Time Lords have a natural immunity to a great many of the diseases at large in the microbial universe. Sil provided her with her first experimental subject, in the form of Anzor (*see V4*), a Time Lord who had been the class bully when the Doctor was a student at the Academy. Unfortunately for Anzor, he suffered a cellular transmogrification owing to a malfunction within Cordelia's isolation chamber. As a result, Anzor emerged from the chamber in the form of something resembling a small pink potato with eyes on sticks. This pathetic creature is only capable of squeaking "Fiddlesticks!" repeatedly and has been adopted as Sil's pet.

But Sil has promised Cordelia another Time Lord subject and has operated the distress call in Anzor's TARDIS, hoping that it will attract the attention of another Gallifreyan. If the Time Lord who responds turns out to be the Doctor, it will be a bonus for Cordelia. She blames the death of her father purely on the Doctor and is obsessed with thoughts of revenge. She would like nothing better than to transmogrify him in a similar manner as Anzor!

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The real fate of Cordelia's father is known only by Sil. With the Time Lords' intervention on Thoros Beta, Crozier's attempts to transfer the mind of Lord Kiv into a new body had failed. Crozier had failed Sil's masters and had outlived his usefulness. How else could Sil have appeased them than by having him "fired", so to speak.

CORDELIA CROZIER

AWARENESS	3	PRESENCE	3
COORDINATION	3	RESOLVE	3
INGENUITY	5	STRENGTH	2

SKILLS
Convince 2, Craft 1, Knowledge 2, Medicine 5 (AoE: Virology), Science 4 (AoE: Biology, Chemistry), Technology 3, Transport 1

TRAITS
Attractive
Bio-Chemical Genius
Obsession (Major) – Hates the Doctor

TECH LEVEL: 6

STORY POINTS: 4

Sil's view of Cordelia is that she is a fine young talent grown greater still since he gave her the right motivation!

THE CYLOX *(Instruments of Darkness)*

To conspiracy theorists, the Magnate is believed to be a shadow government ruling the world from behind the scenes, manipulating the main governments without them even knowing. But the truth is that as a mysterious covert group, it doesn't exist. The Magnate is actually one rather large alien with the ability to reshape mankind's minds.

The Magnate is a Cylox, one of a hugely powerful psychic race capable of manipulating entire galaxies via dreamscapes. And ultimately erasing them. Rassilon, Omega and all the other Time Lords are just dung beetles to the Cylox. The Magnate is the title adopted by the Cylox known as Tko-Ma. He is one of a pair of Cylox who, around five hundred years ago, were sentenced by even more powerful beings to an eternity of imprisonment in a plane of reality just out of the reach of anyone else. They say that absolute power corrupts, and the Cylox's power has made these examples utterly, utterly insane. They are like spoilt children, with no care or concern about the lives they have destroyed.

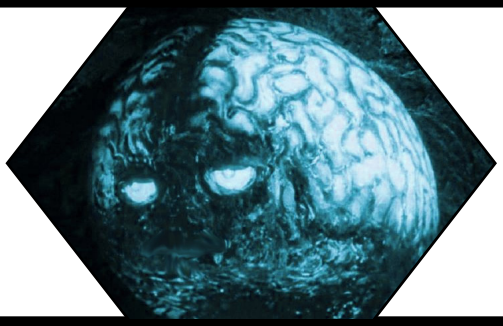
But mankind has psychic potential, largely untapped and crude, and every so often it produces mutants with powers the Cylox can use. Each of the Cylox, Tko-Ma and his brother Lai-Ma, has been able to reach out from their astral prison and contact the minds of receptive humans. Lai-Ma was first to escape, born into our world in the body of an albino, having accessed the dreamscapes of people so that he could take on an acceptable form. In order to anchor himself to our reality, Lai-Ma has taken on a human link, termed an Ini-Ma. In electrical terms, the Ini-Ma is the earth to the Cylox's live and neutral wires. There have been several Ini-Ma over the centuries since Lai-Ma's birth.

In contrast, Tko-Ma only escaped his prison in the early 1970s. He also adopted a human to act as his link to our reality, his Kyto-Ma, a powerful psychic called Sebastian Malvern (*see A73*). Whereas Lai-Ma remains on Earth, Tko-Ma has chosen to return to his prison on the astral plane in order to avoid his brother, only visiting our reality as needed. When Tko-Ma manifests on Earth, it is as a tall column of harsh blue light about a metre wide, with tiny tendrils of blue electricity crackling around it. Within the light floats the face of Tko-Ma. In his prison realm, his true form is even more disturbing. Twice the height of a man but physically humanoid below the neck, his face is distorted and his head is grossly extended, housing a massive brain that pulsates with neon-blue veins of power throbbing as he breathes.

The Cylox have immense psychic powers, but those of Tko-Ma and Lai-Ma were severely curtailed by those who imprisoned them. In addition, the pair are also dependent on each other in some way. Although the two are mortal enemies, if one were removed, the other's powers would be further depleted. So long as Lai-Ma walks the Earth, so can Tko-Ma move back and forth from his prison. So Tko-Ma plans not to destroy his brother, but to absorb his powers and become truly free.

The stats provided here are for Tko-Ma and Lai-Ma in their natural forms.

CYLOX



AWARENESS	5	PRESENCE	10
COORDINATION	3	RESOLVE	15
INGENUITY	8	STRENGTH	6

SKILLS
Convince 6, Knowledge 7, Science 6, Technology 4

TRAITS
Adversary (Major) – Tko-Ma/Lai-Ma
Alien
Alien Appearance
Clairvoyance
Dependency (Major) – If one were destroyed or removed from reality, the brother would find his powers severely reduced (Presence reduced to 5, Resolve reduced to 7)
Hypnosis (Major)
Immortal (Major)
Psychic
Size – Huge (Minor)
Telekinesis
Telepathy
Vortex

TECH LEVEL: 12

STORY POINTS: 10

DENARIAN *(Grave Matter)*

In the 1990s, NASA and the European Space Agency undertook a joint space programme: Gatherer. After two prototype trials, the ESA succeeded in launching Gatherer Three. Its mission was to skim close to the outer planets and their moons, navigate through the asteroid belt and the rings of Saturn, and collect samples. Then its elliptical orbit would bring it back close enough to Earth for a NASA shuttle to intercept it. As well as the rock and ice and dust samples, Gatherer Three recovered some form of alien genetic material.

Britain's Ministry of Science was already undertaking research into developing DNA computing, so the material was given to their team to analyse. One of the scientists, Christopher Sheldon, named it Denarian, from DNA. It was pretty clear from the first what the potential of the material was: a universal cure-all. It could regenerate tissue, repair nerve endings, grow skin grafts. Any injury treated with the Denarian material would heal at a fantastic rate.

In order to provide an isolated site for testing purposes, the government covertly purchased the island chain of Dorsill (*see L25*), off the south-west coast of Britain. Although not sentient in any way that we might understand, the Denarian is a viral creature with the basic instinct to survive. Sheldon was the first human to be infected, as a willing test subject. He gained fantastic regenerative abilities, able to survive whole limbs being amputated and regrown. But once in a human, the virus used him as an incubation host in order to survive, breed and infect others. It is also able to influence the behaviour of its host. For this, the Denarian is assumed to have Presence 3, Convince 3 and Hypnosis (Major). It has used Sheldon to spread itself throughout the food chain on Dorsill, infecting livestock and wild animals alike, and is working its way through the human population.

If Sheldon housed the first generation Denarian, the virus quickly evolved into a second generation. This Denarian keeps repairing the tissues of its host bodies even beyond death, mending the bones and healing the organs, except the brain. Those infected by the second generation can sustain incredible injuries and come back from the dead. It doesn't matter if their brains are destroyed; the bodies just keep on going. The virus is just interested in looking after its own environment by keeping its hosts alive, even if they are just zombies.

Now, a third generation is appearing. The Denarian has taken another evolutionary step and has realised that it needs to take control of the host. Total control. So rather than just influencing their behaviour, the Denarian is beginning to control their actions completely. The minds of the third generation and its hosts are inseparable, and the Denarian at last gains sentience.

The Denarian isn't an invader in the traditional sense. It's not a conscious attack on mankind, just a matter of survival. But if it ever reaches the mainland, the whole world would be at risk.

DENARIAN ZOMBIE

AWARENESS	2	PRESENCE	1
COORDINATION	2	RESOLVE	5
INGENUITY	1	STRENGTH	5

SKILLS
Athletics 1, Fighting 3, Subterfuge 2, Survival 4

TRAITS
Alien Appearance or Distinctive (depending on extent of damage to the head)
Fast Healing (Special)
Fear Factor 2
Immortal (Special)
Infection (Major) – Denarian virus carried in body fluids
Networked (Minor)
Tough
Weakness (Major) – Exposure to intense X-Ray radiation will kill the Denarian infection, negating a zombie's Fast Healing and Immortality traits

TECH LEVEL: 5

STORY POINTS: 1-2

DENARIAN HOSTS

First Generation: See separate stats for Christopher Sheldon.
Second Generation: Infected character can be influenced by the Denarian (using Hypnosis) and gains Fast Healing (Special), Immortality (Special), Infection (virus carried in body fluids) and Weakness – X-Ray Radiation (as the Denarian Zombie)
Third Generation: Infected character is under the total control of the Denarian. Stats are as the second generation host with the addition of Enslaved and Networked (Minor).

DICK TURPIN *(The Doomwood Curse)*

While the popular mythology that has arisen around Dick Turpin tells of a brave and dashing highwayman, the reality is that he was just another obscure criminal until the publication of William Harrison Ainsworth's gothic novel *Rookwood* in 1834. Ainsworth reinvented Turpin, crediting him with every highwayman tale he could find and adding the legend of his impossible 200-mile overnight ride to York, at the end of which his trusty steed Black Bess collapses and dies.

The real Dick Turpin was born in Essex in the early years of the 18th Century and followed his father into the butchers' trade. By the early 1730s, Turpin had become involved with the notorious Essex Gang, a group of deer poachers who used Turpin to offload their illicit venison. Within a few years, the Gang had switched from poaching to burglary and theft, and had moved to London. Turpin was now directly involved in their often violent crimes. In 1735, several members of the Gang were arrested and descriptions of Turpin and the others were published in the press. According to the *London Gazette*, Turpin was "a tall fresh-coloured man, very much marked with the small pox, about 26 years of age, about five feet nine inches high".

It was after the break-up of the Essex Gang that Turpin turned to the crimes that he is most famous for: highway robbery. He preyed on travellers in Epping Forest and Barnes Common, before roving further afield. Taking the name John Palmer, he moved his activities to the area of the Humber, between Lincolnshire and the East Riding of Yorkshire, where he became a sheep rustler and horse thief. On 2nd October 1738, Turpin was arrested after shooting a game cock and threatening to do the same to a protesting bystander. After his arrest, his nefarious activities were uncovered and he was hanged in York on 7th April 1739.

Dick Turpin's reputation languished in obscurity until Ainsworth recreated him as a folk hero along similar lines to Robin Hood, and his popularity grew. As a figure both real and fictional, Turpin became a magnet for the viral particles released by the explosion of the Grel's Factualiser machine (*see V40*) when Charley Pollard (*see A2*) threw a copy of *Rookwood* into its workings. The particles work to warp reality in an attempt to make fiction into fact. When breathed in, they head for the brain and change both personality and memory, even identity itself. The loutish thug Dick Turpin became the swashbuckling antihero of his later reputation, the Grel particles multiplying around him. Even space and time (or at least the perception of it) were changed as Turpin made the legendary overnight ride to York and Black Bess herself became real. But even the larger than life Dick Turpin was a villain, robbing and killing as he went. He was just more flamboyant about it!

The stats provided here for Dick Turpin are for the version created by the Grel particles, a reflection of his fictional persona as created by William Harrison Ainsworth. He is accompanied by his loyal steed Black Bess.

DICK TURPIN

AWARENESS	3	PRESENCE	5
COORDINATION	4	RESOLVE	4
INGENUITY	3	STRENGTH	4

SKILLS
Athletics 4 (AoE: Horsemanship), Convince 2, Fighting 3, Marksman 5, Subterfuge 3, Survival 2

TRAITS
Brave
Run for Your Life!
Selfish
Wanted (Minor)

EQUIPMENT
Flintlock Pistols: 4(2/4/6) damage

TECH LEVEL: 4

STORY POINTS: 6

BLACK BESS

Attributes: Strength 8, Coordination 4, Awareness 3
Skills: Athletics 4, Fighting 2, Survival 1
Traits: Fast (Major), Natural Weapon – Trample (Strength +2 damage if it runs over smaller creatures), Tough

DOMINICUS *(Power Play)*

It is easy to underestimate Dominicus. He appears to be nothing more sinister than a mild-mannered and slightly bumbling middle-aged man. He is in fact one of the most dangerous people in the galaxy. You could call him a hit-man. Not at a personal level, but as a planet-killer. Dominicus hires his services out to the highest bidder on large-scale hits. If anyone wants a planet disposed of, he's the one they call in, whether it's inhabited or not.

Dominicus has a proven history of getting people what they desire, and as a result he is well paid for what he does. He has no official title, no business card to give out. Most of his clients hear of him by the recommendation of others and they know how to get in touch with him by word of mouth. He is a planetary assassin, contracted to destroy worlds or render them uninhabitable. But despite his actions, Dominicus does not see himself as being responsible for the genocide he causes. That falls to his clients, and he is just their instrument. The Doctor considers him to be the galaxy's most elusive escapologist.

Dominicus doesn't just drop planet-busting bombs on a world. No, he is much more subtle than that, and the results usually look like the inevitable apocalypse was caused by the indigenous population or a natural disaster. Dominicus usually assumes an identity and inveigles his way into some position of power or other, where he can influence decisions and ultimately take control of the means of planetary annihilation.

On Earth in the early 21st Century, Dominicus assumed the name Dominic and took on the role of an advisor to the British government with a proposal which would help mankind with its energy problems. Securing the position of assistant director of a nuclear power station, he has introduced a new transuranic element into the process, which increases the facility's energy output but has also disproportionately increased the amount of waste produced.

Dominicus assured the compliance of the power station's director and staff by brainwashing them all with an airborne hallucinogen in the air conditioning.

DOMINICUS

AWARENESS	3	PRESENCE	4
COORDINATION	4	RESOLVE	4
INGENUITY	5	STRENGTH	3

SKILLS
Athletics 2, Convince 6, Fighting 1, Knowledge 2, Marksman 4, Science 3, Subterfuge 6, Survival 1, Technology 4, Transport 3

TRAITS
Charming
Vortex
Wealthy (Major)

EQUIPMENT
Stun Gun: S(S/S/S) damage

TECH LEVEL: 8

STORY POINTS: 6

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

In fact, the waste trucks are more than mere Earth technology. They are automated, and once clear of the power station, they literally vanish, disappearing down a time corridor and into pre-history. 500 million years into the past, right at the time of the Cambrian explosion of life on Earth, Dominicus is creating a stockpile of fissionable nuclear waste large enough to turn the entire planet into a bomb. While he will use his time corridor to escape, the Earth will be rendered inhospitable half a billion years before mankind was even born!

Dominicus's client in this scheme is none other than the Terrible Zodin. Her own motives are unknown and it may be that she is doing this out of pure evil. After all, she is described by the Doctor as "a devastating de Vil of dissimulation, the queen of corruption and chicanery", and by Peri as "a bit of a witch"!

DON LORENZO VELEZ *(Point of Entry)*

Don Lorenzo Velez's reputation as a man of dark knowledge goes before him. His very appearance is enough to send shudders down the spine. His pale face is angular and at times he seems emaciated, even skeletal. Some report that he has only bleached white bones in place of his hands. His hair is gone, lying scattered in a trail back to Madrid, and even his skin has been shed like that of a snake on the road to Paris and London. But he is not always like this.

Velez was once a Spanish gentleman, perhaps even a noble. But his fortunes have changed since he first heard the whisper of the hilt of the Knife of Quetzalcoatl (*see G6*) in his mind, calling to him from a treasure house in Madrid. Since then, the spirits of the obsidian knife have dominated his entire existence. The Knife of Quetzalcoatl is an Aztec sacrificial dagger brought back from the New World aboard a Spanish treasure ship. But it has been broken, the hilt separated from the blade. Although a stone replacement has been fitted to the hilt, Velez has been charged by its spirits to locate the real blade.

By the summer of 1590, Velez's dwarfish bondsman Iguano has carried him to London hidden inside a cedarwood chest. The spirits have told Velez that a conjunction of great powers approaches, and at that time they can be freed again if the Knife of Quetzalcoatl can be restored. The spirits' continual demands on his energy have a degenerating effect on Velez's physical form. He decays daily, his flesh withering and skin drying and stretching over his bones. Even in the knife's current state, any blood sacrifice made by the Knife of Quetzalcoatl restores Velez to health. Even after death, the spirits can resurrect him to continue in their service.

Velez has another treasure from the New World, a mirror of polished obsidian similar to one reputed to be in the possession of Dr John Dee (*see A49*) and used as a scrying glass. The mirror is activated by incanting the correct words ("*Progredior ad lucem siderum*"), the stone matrix recognising the vibration of the words and opening a portal in its surface. It provides visions of other places and allows astral travel to them. Those gazing into the mirror as the portal opens will find themselves drawn into the visions they see. The mirror may show locations from the physical world or, more often, from a dark reflection. Whether these corrupted simulacra of our world are real or mere trickery is uncertain. Although the astral forms are incorporeal in those worlds, they are not invisible and may be spotted flying through the landscape.

Velez has used his mirror to turn the mind of Kit Marlowe (*see A32*), who sees the visions of a twisted London as inspiration for his completion of *The Tragical History of Doctor Faustus*. Velez is using Marlowe to aid him in recovering the obsidian blade and summoning his masters, the Omnim (*see V81*). At present though, these spirits are weakened and can only manifest as the sound of flies continually buzzing around Velez.

VELEZ

AWARENESS	5	PRESENCE	5
COORDINATION	3	RESOLVE	5
INGENUITY	4	STRENGTH	5

SKILLS
Convince 4, Fighting 4, Knowledge 2, Subterfuge 3, Survival 2

TRAITS
Dependency (Major) – For every day without human blood, Velez loses 1 point of Strength; but blood heals all his damage and restores Velez to full strength
Distinctive
Fear Factor 2 – When emaciated
Immortal (Special)
Menacing
Tough

EQUIPMENT
Obsidian Mirror
The Knife of Quetzalcoatl

TECH LEVEL: 3

STORY POINTS: 6

OBSIDIAN MIRROR [Major Gadget]
Traits: Astral Projection (see *The Third Doctor Expanded Universe Sourcebook*)
Cost: 2 points

DR ANDREW SZABÓ *(Thicker Than Water)*

In the aftermath of the failed Killoran invasion of Világ (*see L88*), respected doctor Andrew Szabó became a figure of hate by treating injured Killorans (*see V53*) at his hospital in the capital city of Galen. Many branded him a collaborator after the fact and he even received death threats. But he continued with his work quietly and calmly. To all intents and purposes, Szabó is principled and apolitical.

Dr Szabó works at the same hospital as Dr Sofia Rossiter, the daughter of Principal Triumvar Rossiter (*see A70*), and has been acting as her mentor. In fact, as Sofia's relationship with her father has become strained since his marriage to Evelyn Smythe (*see A6*), she sees Szabó as a replacement father figure.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The truth behind Dr Szabó's public face is that he has a deep-seated hatred for the Killorans. His work on Killoran patients was a cover for him to obtain experimental subjects for his genetic research. The victims were spirited away to his medical laboratories, as were human coma patients. These latter were declared dead so that there were no suspicious disappearances, with Szabó forging Sofia Rossiter's signature on the death certificates.

Szabó soon observed that Killorans have a remarkably rapid rate of healing. So he took Killoran blood and injected it into the coma patients to see if it would help their recovery. The results were startling. The patients quickly recovered from their comas, but their DNA had been mutated by that of the Killorans. They have been reduced to a state of mindless, permanent rage, unable even to sleep.

Nevertheless, Szabó has continued to refine the process and has successfully (and secretly) used Killoran DNA to treat other patients at his hospital. However, there are still side effects from the process, including severe migraines and episodes of anger when under stress. In fact, Szabó's treatment has triggered a wave of domestic violence across the capital. Szabó has even injected Killoran DNA into Evelyn Smythe, while she was being treated for her heart condition. Evelyn is now suffering the side effects of her contaminated blood. Anyone subjected to Dr Szabó's current treatment has the following adjustments to their stats: -1 Ingenuity, +1 Strength, Eccentric (Minor) – Easily Angered, Fast Healing (Major), Impulsive, Weakness (Minor) – Migraines (-4 penalty to all activity during attacks).

Szabó's secret laboratory is in a series of forgotten tunnels beneath the hospital, reached only by a hidden lift. The tunnels are the former storage areas and servants' quarters of the building, not used since it belonged to the royal family over a hundred years ago. In case he is discovered, Szabó has set up one of his assistants, Dr Sebastian Lawrence, as his fall guy. In Lawrence's office, Szabó has installed hidden monitors and controls linked to the secret laboratories. He has also manipulated Dr Lawrence and Sofia Rossiter into organising protests against the use of Killoran technology. If anyone gets too close, he will encourage an escalation of their activities to act as a diversion.

Dr Szabó is a cold-blooded obsessive, willing to kill those who get in his way. If his plans are uncovered, he is likely to try to take his own life.

DR SZABÓ

AWARENESS	4	PRESENCE	4
COORDINATION	4	RESOLVE	3
INGENUITY	5	STRENGTH	3

SKILLS
Athletics 1, Convince 3, Medicine 5 (AoE: Genetics), Science 4, Subterfuge 4, Technology 3, Transport 2

TRAITS
Charming
Dark Secret (Major)
Obsession (Major) – Medical research
Obsession (Major) – Hatred of Killorans
Wealthy (Minor)

TECH LEVEL: 5

STORY POINTS: 6

DR ROBERT KNOX *(Medicinal Purposes, Assassin in the Limelight)*

The precise origins of the human calling himself Dr Robert Knox are unknown, except that he comes from several centuries in the future. Even his name has been borrowed from the real Dr Robert Knox, the 19th Century Edinburgh doctor with infamous links to Burke and Hare (*see V14*).

Knox obtained a Type 70 TARDIS second-hand from a Nekkistani (*see A76*) dealer on Gryben and has mastered its controls. He has a jaundiced view of life and considers that anything can be bought, even time travel. In his opinion, the Time Lords are arrogant, archaic, old-fashioned, out of touch and out of time.

In person, Knox is suave and has a very dry humour. But he is cold and callous, and Evelyn thought him to be rude, arrogant and devious by nature. He enjoys the finer things in life, particularly fine wines and good food. Knox is getting on in years, but he is highly intelligent. Wary of other time travellers, he drops anachronistic comments in conversations with strangers to try to reveal them.

Knox claims to be a genuine doctor of medicine and, indeed, he has displayed some expertise in this area. He also claims to follow the code of his profession, its duty to help the needy and cure the sick – but at a price. After all, if he can make a profit into the bargain, where's the harm? The Doctor encountered Knox in Edinburgh in 1827 – or perhaps 1828, the timelines are confused on this. He lives in a sumptuous house in Surgeons' Square in the Old Town, in reality his disguised TARDIS.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Knox is in the employ of an alien race whose planet has been hit by a deadly flu virus which is wiping them out. The antibodies in the aliens' bloodstream are similar to those in human blood, so he is using the inhabitants of Edinburgh as lab rats. Knox has been infecting the locals and then getting Burke and Hare to bump them off so that he can dissect the corpses. To the Doctor though, Knox is nothing more than a profiteer. And there seems to be something wrong with time itself, as events repeat themselves in slightly different patterns.

To make additional money, Knox has isolated Edinburgh inside a time barrier, through which only something as advanced as a TARDIS can travel. On the outside, aliens pay to watch the deaths and killings in a repeated loop of time. During this incident, Knox himself became infected with the virus. Without a cure, Knox has subsequently used the abilities of a captive Indo (*see V45*) to extend his life beyond death, becoming a walking cadaver. He uses a perfume of lavender and bergamot to cover the stench of his own putrefaction. In this form, Knox gains the following traits: Immortal (Major), Distinctive (Smell) and Dependency (Major: The Indo).

DR ROBERT KNOX

AWARENESS	4	PRESENCE	4
COORDINATION	2	RESOLVE	3
INGENUITY	5	STRENGTH	2

SKILLS
Convince 3 (AoE: Deception), Craft 2, Knowledge 2, Marksman 1, Medicine 4, Science 2, Subterfuge 4, Technology 3, Transport 3

TRAITS
Arrogant
Charming
Epicurean Tastes
Selfish
Time Traveller (Minor) – Tech Level 4
Vortex

EQUIPMENT
Type 70 TARDIS (use Modern TARDIS stats from *The Time Traveller's Companion*)

TECH LEVEL: 8

STORY POINTS: 10

Knox later relocated to Washington in the year 1865, where he has installed himself at Ford's Theatre (*see L36*) under the name Oscar Wilde (the real Wilde being only ten years old at this time). Who knows, perhaps he'll eventually absorb enough of the Indo's powers to be able to transfer his mind into a new body?

DR ZACHARY KINDELL *(I.D.)*

Dr Zachary Kindell was a pioneer of personality surgery, the practice of tweaking a patient's personality, adding, enhancing or removing their traits. But Kindell's reputation was tarnished by his lack of responsibility and much of his work was suppressed by the authorities.

In Kindell's lifetime, the technology of Organic Digital Transfer (ODT) was already being developed, to allow humans fitted with a dataport implant to be able to interface directly with computers. This was part of the ground-breaking work that Kindell had undertaken in personality transplants. Over the centuries following Kindell's death, such dataports became commonplace, until almost all humans have them.

Kindell planned to carry on his work even after death. He prepared a back-up of his own mind within a software programme specially designed to overwrite the personality and memories of whoever it was downloaded into. Kindell scattered dozens of copies of the back-up in various devices, trusting that they would survive and eventually be downloaded into a human, who would become his new host body. If downloaded into a human (or even a robot), Kindell's back-up mind must succeed at a contest of Presence + Resolve to take control of its new body; the software provides it with a +4 bonus.

What Dr Kindell hadn't planned on was that it would take so long for this to happen. By the 32nd Century, all the devices with Kindell's back-up in them have been junked and some have found their way to Obsoletion Valley (*see L63*), a graveyard of dead computers. There, corporate expeditions and data pirates are scavenging for data which can be extracted and either utilised or sold. It is only a matter of time before Dr Zachary Kindell is resurrected in a new body!

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The back-up of his mind is not the only thing that Kindell has left hidden among the abandoned electronics in Obsoletion Valley. He had been working on two software programmes. The first is an auto-surgery programme which he designed as a weapon. When scanned by a human's dataport, it will automatically download and activate, instantly rewriting the brain, targeting the autonomous system and wiping it clean. In essence, it makes the victim forget how to breathe and kills them almost instantly.

Kindell's second programme similarly downloads and activtates automatically. This one not only overwrites the mind with a new, violent and bestial personality, but also mutates the body. It redesigns the victim's DNA, producing a mutant with thoughts only of rage and hatred. Kindell himself does not really understand what the mutants are, having had only a limited opportunity to study them before the authorities shut his research down. Anyone infected by this programme has the following adjustment to their stats: Ingenuity -1, Strength +1, Distinctive, Tough. Kindell did not develop a means of reversing the mutation.

In both cases, resisting the software requires a Difficulty 15 Presence + Resolve roll. The programmes could theoretically be downloaded into a computer or robot. They would have the effect of overwriting the AI mind with an imperative command to interface with a human and download the software to them.

ZACHARY KINDELL

AWARENESS	*	PRESENCE	3
COORDINATION	*	RESOLVE	5
INGENUITY	5	STRENGTH	*

*As host; otherwise N/A.

SKILLS
Convince 2, Knowledge 2, Medicine 5, Science 3, Technology 5; other Skills, as host

TRAITS
Bio-Chemical Genius

Kindell may also have the physical Traits of his host body.

TECH LEVEL: 6

STORY POINTS: 6

THE DRACHEE *(The Brood of Erys)*

The Drachee are small, like children, but appear to be fully mature adults. Flip Jackson (*see A7*) compared them to imps and thought they looked cute. They often behave like children too, scampering around with boundless curiosity, and chattering among themselves in excited, high-pitched voices. Flip soon discovered though that appearances can be deceptive!

Drachee are natives of Erys (*see L31*), a single moon orbiting the planet Asphya, the solitary world of its star system. But Erys is not quite what it seems. It is not just an inanimate ball of rock and mud, but a living and sentient entity, and the Drachee are its children. Literally so, as they are created from Erys's muddy flesh and given life by its will.

The Drachee are born inside Erys, birthed in membranes deep within its body and extruded from the mud walls of its labyrinthine tunnels when mature. They are created to do Erys's bidding, but it has given them free will and they can be impudent children. Drachee are boundlessly inquisitive and, although they are forbidden even to talk of other worlds, they long to find a way to leave and explore the universe. In the meantime, they are limited to visiting the planet Asphya and tormenting the locals.

Drachee are far more dangerous than they might appear. Erys has granted them some of its psychic abilities. They have powers of mental assault and can create psychic illusions, manipulating their victims' memories and amplifying their fears. Only somebody without any memories is immune to their powers. The people of Asphya have no resistance and can easily be controlled by the Drachee. They are forced to fight each other for nothing more than the Drachee's pleasure. The Drachee torment them with their worst fears, and often an Asphyan's mind breaks under the strain. When this happens, the Drachee take that person away and they are never seen again.

Although the Drachee seems to have minimal technology, Erys has provided them with skimmers, single-person craft capable of space flight over limited distances. Skimmers require a psychic connection to their Drachee pilots. The small cockpits have only a limited air supply, but that isn't a problem to the Drachee. Being created from the mud of Erys, they have no need to breath and can survive in the vacuum of space.

Although initially appearing to by harmless, the Drachee are by turns comical and sinister. They are subservient to Erys, "the parent". But they also yearn to be free and this might perhaps be used as a bargaining chip with them. The Drachee leader is named Terrill.

DRACHEE

AWARENESS	3	PRESENCE	3
COORDINATION	3	RESOLVE	3
INGENUITY	2	STRENGTH	1

SKILLS
Athletics 2, Convince 2, Fighting 1, Subterfuge 3, Transport 3

TRAITS
Alien
Distinctive
Environmental (Major)
Hypnosis (Major)
Insatiable Curiosity
Psychic
Psychic Assault (see *The Fourth Doctor Expanded Universe Sourcebook*)
Psychic Illusions (ditto)
Size – Tiny (Minor)
Telepathy
Weakness (Minor) – The Drachee's mental powers are useless against those without memories or fear

TECH LEVEL: 5

STORY POINTS: 1-3

DRACHEE SKIMMER
Armour: 4 **Hit Capacity:** 5 **Speed:** 6*
Traits: Travel (Restriction – Requires psychic connection to Drachee)
Story Points: 1
*Add the Pilot's Coordination to this score, then multiply the total by 100 to determine Speed in space.

DWARF MORDANT *(The Ultimate Evil)*

Dwarf Mordant is a particularly nauseous specimen of the salesmen of the planet Salakan. The Salakans are a totally unsavoury race and Mordant is a prime example of their unsavouriness. He is a squat little creature with two eyes on stubby, flexible stalks above a forehead in the centre of which is a third, cold yellow eye. His short arms end in webbed, three-fingered hands. A tongue habitually unrolls from the scaly toothless hole of his mouth to lick the spools of saliva that dribble down his chin. Mordant emits a high-pitched chuckle of childish glee as he carries out his nefarious deeds. All in all, he is a thoroughly repulsive creature.

Mordant travels in a ship disguised as a small planetoid which is truly black. Light and all other electronic and magnetic waves bend around it, leaving it invisible to the naked eye. But if a human eye could see the planetoid, they would note something not quite right about it. It would be difficult to identify precisely what; perhaps it is simply too perfect. Square sections of the surface can open and slide aside to reveal whatever weaponry is currently installed. But otherwise, the surface is a pitted landscape, maybe a little too regular in its contours.

For reasons unknown even to the Dwarf, he keeps a small, abusive bird in a cage in the control room beneath the surface of his planetoid ship. The bird squawks whenever Mordant becomes agitated with excitement, glee or fear, and screeches "Stupid little man!", or occasionally "You're drooling again!" In retaliation, Mordant throws whatever comes to hand at the bird's cage, which only makes it squawk even louder!

The one aim of Salakans is the worthless accumulation of the wealth of any planet that one of their salesmen descends on. They find the planet's needs and then fulfil them. This may not sound like a problem, except that the needs are usually something addictive and probably also harmful. Add to this the fact that if no suitable need exists, they simply create one artificially. Once the whole planet is addicted, they are in bondage to the Salakans forever.

Mordant specialises in arms-dealing. In order to create new markets, the Dwarf employs a weapon that bathes the surface of a planet in mind-controlling rays that turn entire populations from peaceful citizens into mindless barbarians trying to kill everyone in sight. The effect may only last a matter of minutes, but the resulting devastation is enough to convince a country's leaders that their neighbours have developed a new secret weapon. Former allies declare war on each other, leaving Dwarf Mordant free to step in and offer to supply both sides with even more deadly armaments.

Mordant also has a hand-held version of his mind-controlling weapon, a Hypno-Gun that he often carries with him. The effect of this gun's rays is to place a victim under Mordant's control, even though they will continue to act normally. He also has an armoured suit on board his ship, which makes him appear to be a massive black, steel-clad robot if he needs to intimidate any opposition

DWARF MORDANT

AWARENESS	4	PRESENCE	4
COORDINATION	2	RESOLVE	3
INGENUITY	3	STRENGTH	2

SKILLS
Convince 5 (AoE: Deceit), Marksman 3, Subterfuge 4, Survival 1, Technology 4, Transport 3

TRAITS
Alien
Alien Appearance
Alien Senses – Mordant's eye-stalks can look in different directions at once
Repulsive – Has a -2 penalty on attempts to charm others
Selfish
Size – Tiny (Minor)
Unattractive

EQUIPMENT
Hypno-Gun [Traits: Hypnosis (Major). 2 Story Points.]
Robot Armour [Traits: Armour (5 points), Attribute (+3 Strength). 4 Story Points.]

TECH LEVEL: 6

STORY POINTS: 6

ELDER BONES *(Spaceport Fear)*

By the year 6127, Elder Bones has been the spiritual guide and de facto leader of the Economy tribe within Tantane Spaceport (*see L79*) on the planet Tantane for over four hundred years. This has been nineteen generations for the people of Economy, but there has been only one Elder Bones. He is around five hundred years old and, although an old man now, he is still healthy and vigorous. Elder Bones is calm and dignified, his words of wisdom giving his tribe guidance in the twilight world of the Spaceport.

By the year 6127, Director Bones has been the executive boss of the Business tribe within Tantane Spaceport on the planet Tantane for over four hundred years. Director Bones has a go-getting attitude, his management directives giving his tribe drive and ambition in the twilight world of the Spaceport.

Elder Bones and Director Bones are one and the same person. He is a member of the Palpane, a race at war with their enemies the Shargrain. Or at least they were, four hundred years ago. What has happened beyond the confines of the Spaceport in the meantime is unknown, but Elder Bones still views the "dishonourable Shargrain" as his enemy.

Four hundred years ago, Elder Bones attempted to smuggle a child of a species known as the Wailers (*see V134*) into Tantane Spaceport in order to set it loose just as a Shargrain diplomatic ship touched down. Unfortunately for him, the Wailer was detected by Customs and the Spaceport was put into immediate lockdown. Everyone within the Spaceport at that time, including Elder Bones and the Wailer, was trapped inside.

The Palpane being an extremely long-lived species, Elder Bones has survived within the environment of the Spaceport for nineteen generations. During that time, Economy and Business have become warring tribes, each competing for the limited resources available to them. Shortly after the lockdown, Elder Bones established himself as leader of both Economy and Business in order to manipulate and control them, and to prevent them from devolving back into a stone age. Economy believes that Elder Bones is loyal to them alone, while Business believes that Director Bones is their leader only. Neither realises that he has any contact with their enemies. Meanwhile, Elder Bones is secretly keeping the Wailer a prisoner in the Spaceport's control tower, occasionally releasing it to feed on an Economy initiate or a Business intern.

As leader of Economy, Elder Bones is a priestly figure, almost shamanic in his pronouncements, giving an air of wisdom and peace. As leader of Business, Director Bones is a stern executive, whose instructions are peppered with management-speak. But beneath each of these facades, Elder Bones is concerned only with his own survival and eventual escape from the Spaceport. He believes that the periodic bombardment of the Spaceport forcefield is his people coming to rescue him, whereas it is in fact a Wailer fleet here to recover their kidnapped child. Elder Bones is totally self-serving to the point that he will sacrifice any member of his tribes to achieve his goals, and he will abandon the people that he has led for four centuries in order to escape. Elder Bones carries a concealed gun for use in emergencies.

ELDER BONES

AWARENESS	3	PRESENCE	4
COORDINATION	2	RESOLVE	5
INGENUITY	4	STRENGTH	2

SKILLS
Convince 4, Craft 2, Fighting 1, Marksman 3, Subterfuge 4, Survival 3, Technology 3, Transport 2

TRAITS
Adversary (Major) – The Shargrain
Arrogant
Dark Secret (Major)
Selfish
Voice of Authority

EQUIPMENT
Energy Pistol: 5(2/5/7) damage

TECH LEVEL: 6

STORY POINTS: 6

Adventure Seed: Terminal Velocity
The TARDIS lands in Tantane Spaceport, squarely on one tribe's side or the other, but peacemakers through and through, they decide to play the role of envoys between the two factions. They discover Elder Bones' secret, but can they prove the tribal leaders are the same man and not dead ringers? They'll have to navigate the spaceport faster than someone who's lived there for hundreds of years if they have any chance. Let's race!

ELITE ROBOMEN *(Masters of Earth)*

It's a matter of historical record that, during the Dalek occupation of Earth in the 22nd Century, the invaders converted many human slaves into Robomen, zombies who obeyed their orders without question. But these Robomen had their limitations; the original robotisation was flawed and the Robomen were blunt instruments. Unstable and prone to mental and physical breakdown, they were just lumbering brutes.

The Daleks believed that they had mastered the Earth, but they hadn't, not really. Resistance groups sprang up all the time, all over the world. Australia one day; China the next. It took enormous Dalek resources to shut them down and keep the general populace under control. So they set in motion plans to take the resistence down from within.

In 2163, a year before the Dalek invasion was finally defeated, an experimental program was secretly launched in the Highlands of Scotland to create a more sophisticated breed of Roboman. The robotisation process for these Elite Robomen would leave the victims appearing and behaving as fully human, but stronger and faster than before, and with knowledge of Dalek science and technology. The Elite were totally loyal to the Daleks, and any emotions such as compassion and humanity, which their masters considered to be weaknesses, were removed from them. But the Elite could mimic these and be indistinguishable from their former selves.

Potential candidates for conversion into Robomen, such as those with creative minds, were subjected to tests to confirm their suitability. They would be allowed to escape from Dalek capture in the North of Scotland, often accompanied by one or two existing Elites, to see how far they could get. Once their potential was confirmed, these victims would be recaptured by the Elites working among them and delivered back to the Daleks for robotisation.

Although the failure rate of Elite Robomen is better than that of their more basic kindred, there are still unsuccessful conversions. Some Elite specimens suffer mental breakdown shortly after robotisation, but very few instances are as fatal as for the standard Robomen. Instead, they reject their Dalek programming and suffer from complete amnesia which results in overwhelming fear and rage. Rogue Elites are difficult to reason with and tend to attack anyone they encounter. However, the robotisation failure rate is within the Daleks' acceptable parameters.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The Doctor and Peri encountered Elite Prime, the first of this new breed of Roboman. This Elite had infiltrated the human resistance in the Highlands and was being used to identify suitable new specimens for conversion, encouraging escapes from the Dalek labour camps so that they could be tested. Those who failed invariably died not knowing that their enemy was still among them; while those who made it to apparent safety suddenly found their supposed allies turning on them.

ELITE PRIME

AWARENESS	4	PRESENCE	4
COORDINATION	3	RESOLVE	5
INGENUITY	3	STRENGTH	4

SKILLS
Athletics 3, Convince 3, Fighting 4, Marksman 2, Science 3, Subterfuge 4, Survival 4, Technology 3, Transport 3 (AoE: Boats)

TRAITS
Brave
Cyborg
Dark Secret (Major)
Elite Roboman (A character with this Trait acquires Cyborg (Major), Dark Secret (Major), Enslaved, Networked (Major), Technically Adept, Time Traveller (Major: Tech Level 6), and Weakness (Major: Killed by Daleks' failsafe pulse) and +1 Technology. Elite Roboman is a Special Good Trait and costs 2 points to purchase.
Enslaved
Networked (Major)
Technically Adept
Time Traveller (Minor) – Tech Level 6
Tough
Weakness (Major) – The Daleks' failsafe pulse can immediately kill any Elite Roboman

TECH LEVEL: 5
STORY POINTS: 6

However, the Elite Robomen proved to be too wilful. Many soon exhibited signs of breaking free of their programming (having succeeded at Resolve + Convince rolls against the Daleks). But would they then become an independent threat to humanity? However, the Daleks had planned for this: they had built a weakness into the Elite, and they could all be killed if the Daleks triggered a failsafe pulse.

THE ELOHIM *(Paradise 5)*

Just as there are dimensions that sit alongside ours in the form of parallel universes and alternative timelines, so there are realms that exist at both higher and lower levels than ours. Among these are the higher dimensions which are home to the Elohim. These entities are multi-dimensional in nature and are normally as insubstantial to us as their realm is inaccessible.

Although the concept of a higher plane of existence might lead one to think of the Elohim as superior beings, perhaps angelic in nature, this is far from the truth. In such terms, they could possibly be thought of as the Angels of Fear and Desolation rather than benevolent Archangels. The Elohim are normally invisible to us, but when they do manifest in the physical world, their appearance tends more towards the diabolical than the angelic. They could be described as being little more than glowing shapes like skulls draped in shrouds, and they speak in ghostly, grating voices. Even when they do manifest, the Elohim are no more corporeal than smoke and are capable of floating though solid matter like phantoms.

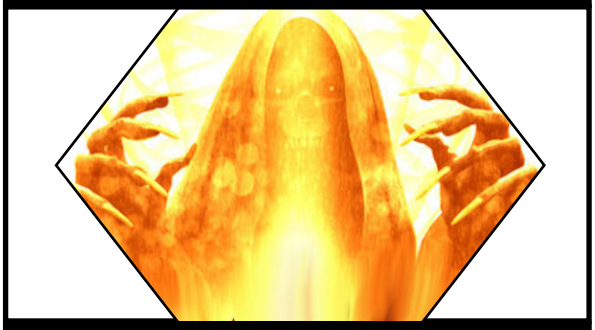
Higher dimensions also do not imply higher moral values. There is a war among the Elohim, a War in Heaven if you will, which is undetectable by mortals. One Elohim faction wishes to become more involved in the affairs of "the lower races", while their leadership wishes to leave them to get on with their lives in the physical realm, while the Elohim continue with their more abstract pursuits. Both sides seek human consciousnesses to fight of their behalf, and one side has come to an arrangement with the owners of Paradise 5 for a steady supply of new conscripts.

Paradise 5 (*see L65*) is a leisure resort in orbit above Targos Beta which caters to the rich and powerful. Their star attractions are the Paradise Machines (*see G10*), advertised as providing the ultimate in relaxation. What the Machines really do is elevate a person's consciousness to the higher plane of the Elohim. The subject is split in two, with their true body now operating in the higher dimension, along with their personality and intellect. What remains in the physical world is a shrunken figure like a child with only a minimum of its former intelligence. These mute creatures are termed Cherubs and put to use as slave labour on Paradise 5.

Meanwhile, the Elohim's ship is secretly docked in a hidden area of the space station. To our eyes, its technology is totally alien, and even the angles of the walls feel wrong for three-dimensional space. The cargo hold contains all the victims of the Paradise Machine who are being shipped in chains back to the Elohim's dimension to fight in their war.

The virtual reality created by the Paradise Machine has been infiltrated by a search-and-destroy team sent by the enemies of this faction of the Elohim. Within the Paradise Machine, they appear as an enormous serpent, a visual representation of evil in Judaeo-Christian iconography. Once they have located the enemy faction, they intend to emerge from the Machine to kill them.

ELOHIM



AWARENESS	4	PRESENCE	5
COORDINATION	3	RESOLVE	5
INGENUITY	3	STRENGTH	N/A*

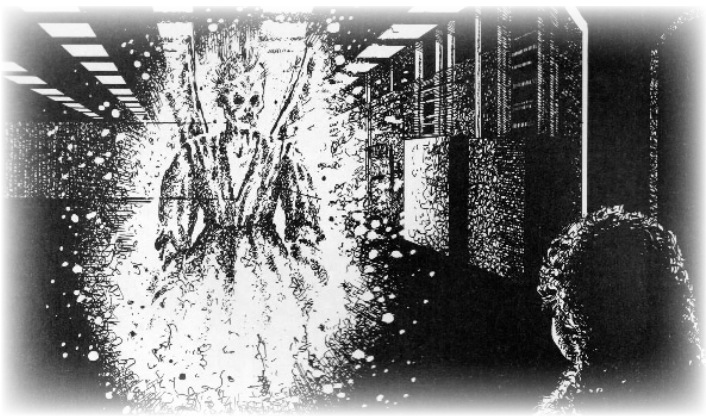
*Strength 5 in their own dimension or if rendered corporeal.

SKILLS
Athletics 2, Convince 3, Fighting 1, Knowledge 4, Subterfuge 3, Technology 4, Transport 2

TRAITS
Alien
Alien Appearance
Fear Factor 2
Immaterial
Invisible (Special Good)
Immunity – Immune to physical injury while Immaterial

TECH LEVEL: 7

STORY POINTS: 3-5



FLEET MARSHAL JAKA *(The First Sontarans)*

Fleet Marshal Megnus Jaka of the First Sontaran Battle Fleet has been assigned with the mission to track down and destroy all fugitive Kaveech refugees (*see A56*). The nature of the Kaveech means that they have knowledge of the Sontarans' origins. The Sontarans therefore believe they have a strategic vulnerability while the Kaveech still endure, and they must be wiped out.

Jaka is a veteran officer, but his early experience included an ignoble defeat. Jaka was with the Fleet at the invasion of the Mephistra Enclave. The Sontarans' advance group was captured before the Fleet could pass through the defence shield, an ignominious defeat somehow engineered by one of their most persistent enemies, the Doctor. Jaka was a young ensign at the time and wasn't included in the decimation of the senior officer cadre that followed. He has since lived his life eager for any chance to avenge that shame, and bringing the Doctor to justice will be a top priority if they ever cross paths. Jaka will also see the acquisition of the TARDIS as a wonderful opportunity: with it, the past defeats of the Sontarans will become victories; the only law will be that of the Sontaran Empire!

Aboard Jaka's flagship is one of the largest clone hatcheries outside of Sontar itself, capable of producing up to six hundred thousand individual hatchlings. This is small in comparison to the hatcheries on Sontar which can produce millions at a time, but it is still impressive and allows the First Sontaran Battle Fleet to replace their fallen without ever having to return to Sontar.

Jaka has taken the Field Marshal's oath, which includes an obligation to protect the unhatched clone litter and defend them with his body if necessary, even at the cost of his own life. Jaka is the hatchery's ultimate guardian and he will follow his oath to the death. Even if the clone hatchlings are dormant, as yet with no life essence, they are still Sontarans!

Fleet Marshal Jaka is an intelligent Sontaran officer. It is possible to have philosophical conversations with him on the nature of the Sontaran condition. But never forget that he, like all the hatchlings under his protection, is a warrior born. Jaka acknowledges that the Sontarans were brought into being only to fight as warriors. But the Sontarans' actions have purpose beyond this: the promulgation of the Sontaran way of life, and the acquisition of territory to expand their race and for strategic advantage. Even the slightest potential threat must be eliminated.

In 1872, a patrol of the First Sontaran Battle Fleet disappeared on Earth, killed by the Kaveech they were hunting. With their disappearance, the rest of the Fleet will not be far behind, and Jaka is prepared to destroy the entire planet if it means the final eradication of his quarry.

FLEET MARSHAL JAKA

AWARENESS	4	PRESENCE	5
COORDINATION	4	RESOLVE	6
INGENUITY	5	STRENGTH	6

SKILLS
Athletics 2, Convince 4, Craft (Weapons) 4, Fighting 5, Marksman 5, Medicine 1, Science 4, Subterfuge 4, Survival 4, Technology 4, Transport 3

TRAITS
Adversary (Major) – Rutans
Adversary (Minor) – The Kaveech
Alien
Alien Appearance
Brave
By the Book
Military Rank (Special)
Tough
Voice of Authority
Weakness (Minor) – A strike to his probic vent (an aimed attack with a -4 penalty) will disable Jaka (as Stun)

EQUIPMENT
Sontaran Armour: (5 points)
Sontaran Pistol: S(S/S/S) or L(4/L/L) damage

TECH LEVEL: 7

STORY POINTS: 10

THE FORGE *(Project: Twilight, Project: Lazarus)*

The Forge was founded in the late 19th Century as a top secret organisation with a mission to acquire, evaluate, utilise and master alien technology. The major difference between the Forge and Torchwood is that while Torchwood reports to the monarch, the Forge is a department of the British Government, Department C4. The Forge's motto "For King and Country" prevails whoever is on the throne.

Perhaps the most prominent and recognisable figure within Forge for almost all of its long history is Nimrod (*see V78*), formerly Dr William Abberton. As the brains behind Project: Twilight, Abberton was responsible for the creation of a strain of vampires which escaped from the Forge in 1915. Abberton injected himself with his Twilight Virus to survive their attack, becoming a vampire hybrid in the process. Renamed Nimrod, Abberton was further enhanced cybernetically and became the Forge's primary field agent for Northern Europe shortly after. At the turn of the 21st Century, the Forge's deputy director was Brigadier Charles Crichton, formerly commanding officer of UNIT's UK branch. By 2004, Nimrod had assassinated Crichton in order to take his place. With the director above him being a nominal head, Nimrod became the real force in command of the Forge.

The Forge is a paramilitary organisation and has access to a lot of expensive military equipment, as well as all the alien technology it has recovered from crashed spaceships or "harvested" from alien visitors. The aliens themselves are usually either killed or captured and subjected to experimentation and dissection. Being a top secret organisation, the Forge's existence and activities are hidden from the general public. It is frequently unethical, amoral and ruthless.

Until its destruction in 2008, the Forge's main headquarters was its Alpha Facility located in an abandoned asylum on Dartmoor. The majority of the Facility consists of twenty-five underground levels beneath the asylum, with a concealed entrance near Lynch Tor. It is marked on maps as a military training camp. The base is fully equipped with extensive laboratories and medical facilities devoted to examining the Forge's latest acquisitions. After the Forge acquired a Huldran spaceship and its pilot (*see V44*) was tortured to death, the Alpha Facility has for months been under constant attack though a dimensional portal which Forge scientists had recovered from the ship. So far, the Forge's defences have held the Huldrans behind the portal.

The Alpha Facility has many sophisticated defence systems to back up its complement of troops. Its ultimate defence though is the Hades Protocol, a self-destruct capability which if activated will incinerate everyone and everything within the base. Despite its remote location, the Facility seems to have a problem with hikers occasionally getting too close to the entrance.

All systems within the Alpha Facility are controlled by Oracle, an AI computer developed from salvaged xeno-technology. Although it is largely under the control of the Forge, Oracle possesses enough sentience to be able to try to protect its own existence if necessary. It speaks with a soft female voice. Oracle can monitor the position and status of all Forge agents, who are fitted with subdermal transmitters, and all systems within the Alpha Facility. In the event of the destruction of the Alpha Facility, Oracle can download itself to the Forge's Beta Facility beneath London.

Following the destruction of the Alpha Facility in 2008, its main headquarters were relocated to the Crichton Building overlooking the Thames. The Crichton Building will be covered in more detail in a later sourcebook.

As the 21st Century progressed, Nimrod moved back behind the scenes while a number of successive directors came and went. The Forge itself went public, its secretive nature being too easy to compromise in an age of social media and tabloid scrutiny. It even became powerful enough to break away from the British Government and become an independent conglomerate, financed by the exploitation of its xeno-technology.

ORACLE

Attributes: Awareness 5, Coordination N/A, Ingenuity 4, Presence 1, Resolve 3, Strength N/A
Skills: Knowledge 5 (AoE: Alien Races), Medicine 3, Science 4, Technology 6
Traits: By the Book, Data Storage, Networked (Major), Robot, Scan, Special – Computer Program (has no physical existence and cannot be harmed by conventional means), Transmit
Tech Level: 5
Story Points: 1

ALPHA FACILITY

Good Traits: Advanced Technology (Oracle), Alien Technology (varies over time), Armoury, Database Access, Computing Power, Defence Systems (including the Hades Protocol), Fortified, Holding Cells, Internal Sensors, Laboratory, Landing Pad (Helicopters), Lockdown, Medic, Minions (Research Staff), Secret Base, Secure Base, Training, Troops

Bad Traits: Boss from Hell (Nimrod), Dangerous Experiments (Huldran Portal), Isolated, Main Reactor, Ongoing Mission (Hunt aliens and vampires), Wandering Civilians

FUTURE CYBERMEN *(Real Time)*

On the planet Chronos (*see L19*) in the 33rd Century, the Doctor and Evelyn (*see A6*) encountered a hitherto unknown version of the Cybermen that came from the future. In fact, they are from a point so far in the future that precise measurements of time no longer have any meaning. As with many of their distant ancestors, these future Cybermen have the strength of ten men and are able to survive in the vacuum of space. Their cybernetic technology has progressed to the stage where they have eradicated their traditional weaknesses such as gold and radiation. However, a series of disastrous wars against an alliance of other species has led to the Cybermen being almost wiped out and they are once again in danger of extinction.

The Cyber Controller and his surviving handful of Cybermen fled from their enemies and discovered an active time portal on a water world. This time portal is the Chronosphere, the creation of an extinct civilisation which once thrived on the planet Chronos. Anyone passing through the portal will find themselves back in time in the ruins of Chronos, but the Cybermen quickly found that any attempt to use the portal themselves resulted in their cybernetic components disintegrating. Despite this, the Cyber Controller is determined to use the Chronosphere to change history so that they were not defeated in the far future Cyber Wars. They are therefore using the Chronosphere to drag humans from the surface of Chronos to them for conversion.

Because of their limited resources, and also because complete cyber-technology is unable to survive the journey through the time portal intact, the Cyber Controller has ordered that captive humans will only be subjected to minimal conversion. These Cyber Thralls have a similar design to the fully converted Cybermen of the far future, but they have significant areas of exposed flesh, particularly around the lower torso and parts of the face, arms and legs. They are therefore still recognisable as the humans they once were, and the unarmoured, exposed parts of the body are weak points that may be targeted. Their partial conversion allows them to survive the effects of passing through the time portal for longer than full Cybermen, though their cybernetic implants will still gradually decay (at the rate of 1 point of damage per hour). But even before the decay sets in, Cyber Thralls are clearly more poorly constructed, almost coming apart at the seams. They have lower intellect and general awareness, as if they're not quite all there as the Doctor put it.

CYBERMAN

AWARENESS	3	PRESENCE	4
COORDINATION	3	RESOLVE	4
INGENUITY	3	STRENGTH	7

SKILLS
Convince 2, Fighting 3, Knowledge 1, Marksman 2, Medicine 3 (AoE: Surgery), Science 2, Subterfuge 1, Technology 4, Transport 2

TRAITS
Alien Senses – UV, IR and X-ray vision
Armour (5 points)
Cyborg
Environmental (Major)
Fear Factor 3
Networked (Major)
Technically Adept

EQUIPMENT
CyberWeapon: L(4/L/L) damage

TECH LEVEL: 7

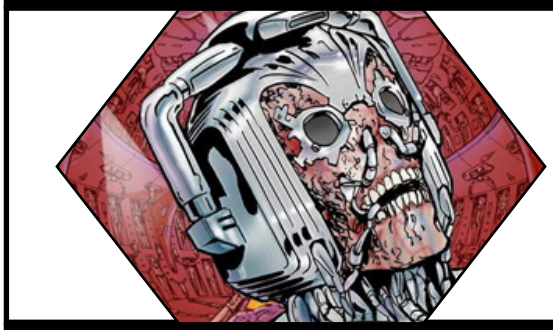
STORY POINTS: 4-6

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Although it remained undiscovered by the Doctor on Chronos, it appears that the Cyber Controller is a future version of Evelyn Smythe. During their encounter with the future Cybermen, Evelyn was infected with a techno-organic virus designed to convert humans into Cybermen. The time travellers departed from Chronos without realising that Evelyn had been infected. They planned to visit Earth in 1927, which would set in motion the chain of events leading to the creation of the Cyberverse (*see L23*), an alternative timeline in which the Cybermen conquer the entire universe.

How the Doctor cured Evelyn and prevented the creation of the Cyberverse in our reality remains untold. It may in fact be a temporal paradox, with the Cyber Controller engineering its own creation by ordering the infection of Evelyn by the techno-organic virus.

CYBER THRALL



AWARENESS	2	PRESENCE	2
COORDINATION	3	RESOLVE	3
INGENUITY	2	STRENGTH	7

SKILLS
Convince 2, Fighting 2, Marksman 2, Medicine 2, Science 1, Subterfuge 1, Technology 3, Transport 1

TRAITS
Alien Senses – UV, IR and X-ray vision
Armour (5 points)
Cyborg
Environmental (Minor) – Does not breath
Fear Factor 2
Networked (Major)
Technically Adept
Weakness (Major): Targeted attacks to unconverted areas (-4 penalty to hit) ignore the damage reduction from the Cyberman's Armour.

EQUIPMENT
CyberWeapon: L(4/L/L) damage

TECH LEVEL: 7

STORY POINTS: 3-5

CYBER CONTROLLER

AWARENESS	3	PRESENCE	5
COORDINATION	2	RESOLVE	5
INGENUITY	5	STRENGTH	8

SKILLS
Convince 3, Fighting 3, Knowledge 2, Marksman 2, Medicine 3 (AoE: Surgery), Science 2, Subterfuge 1, Technology 5, Transport 1

TRAITS
Alien Senses – UV, IR and X-ray vision
Armour (10 points)
Cyborg
Environmental (Major)
Fear Factor 3
Networked (Major)
Technically Adept

TECH LEVEL: 7

STORY POINTS: 8

GALLEEN *(The Song of Megaptera)*

One of the few animals able to survive in the harsh vacuum of space is the Galleen or space whale. These magnificent creatures are almost identical to the whales of Earth, apart from their solar scales and their size. Galleen are solar powered, drawing on energy from the many suns they pass in their long migrations, supplemented by the nourishment they gain from their internal, self-sustaining eco-system. They occasionally drop into a planet's atmosphere to top up their oxygen reserves, which can then be recycled for years within them.

Space whales grow to be almost a mile long and could in a sense be considered to be micro-planets, as they are even capable of harbouring life within them. Deep within a Galleen's tough exterior, human-sized bacteria and antibodies prowl the organic tunnels and caverns of its body. There are even legends of castaways living inside them, survivors of space wrecks which have been inadvertently swallowed. Actually, the Doctor and Peri found proof of this when the TARDIS materialised inside one Galleen, and encountered a "framily" of survivors who had built up a little community within the whale.

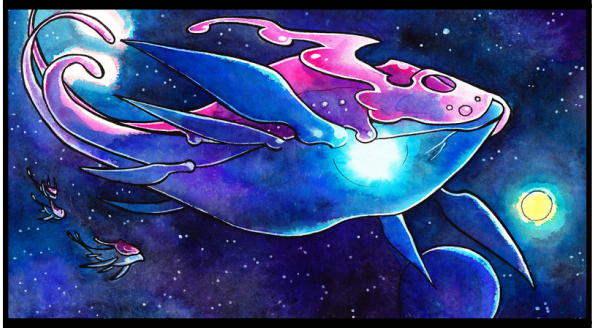
Galleen swim through the interstellar vacuum in pods sometimes numbering in excess of a thousand individuals. Each pod is led by a pilot, identifiable by its markings, who guides its fellow Galleen. The pilot remains on the temporal surface to watch for danger, while the pods remains just below the event horizon out of sight of those who only sense in linear time. Without their pilot to lead them, a pod of Galleen is defenceless against the few dangers that can threaten a creature as big as a space whale.

Galleen possess a special organ, a time core which allows them to dive in time and plunge below the event horizon, though its function can be interfered with by the proximity of time machines or TARDISes. The time core is like a pearl in an oyster, but one with a heavy atomic nucleus with a strong magnetic field whose density and power enables it to open wormholes in time and space. Young space whales harvest dark matter, neutrinos, tachyons, axions and other exotic particles as they travel through space, adding to their time cores, which grow more powerful as they grow older. The temporal energies produced by a time core allow Galleen to live for thousands of years, and the castaways the Doctor and Peri encountered had gained similar longevity – though the radiation had also addled their minds.

Although they appear to be animals, some experts believe that Galleen are smarter than humans. This is however disputed by the space whaling companies of the Fourth Millennium who hunt Galleen and render them down to be processed into food for the human colonies (*see L76*). What cannot be denied though is the beauty of the song of the space whales, emitted as radio waves and allowing them to communicate over vast reaches of space.

There are reports of Galleen coming to the assistance of ships in distress. The whalers use this to their advantage and broadcast mayday signals to lure the Galleen pilots to them.

GALLEEN



AWARENESS	5	PRESENCE	4
COORDINATION	3	RESOLVE	4
INGENUITY	5	STRENGTH	40

SKILLS
Athletics 3, Fighting 1, Survival 5

TRAITS
Alien
Alien Appearance
Alien Senses – Radio Waves
Environmental (Minor) – Can survive in the vacuum of space
Feel the Turn of the Universe
Flight (Major)
Size – Colossal
Tough
Transmit
Vortex

TECH LEVEL: N/A
STORY POINTS: 4-6

GALLEEN ANTIBODY

Attributes: Strength 6, Coordination 2, Awareness 2
Skills: Athletics 1, Fighting 3
Traits: Alien, Alien Appearance

GALYARI *(The Sandman)*

Although they are descended from avian ancestors, the Galyari are a reptilian species not dissimilar to eight-foot tall, upright lizards with chameleon-like eyes capable of independent movement and a remarkably wide field of vision. They have extremely good eyesight, but this makes them sensitive to certain combinations of bright colours and patterns, resulting in severe discomfort like a bad migraine. Galyari periodically shed their skin, during which time they suffer from growth sickness, rendering them weak and lethargic. Because of their avian ancestry, Galyari have a profound, almost religious fascination with birds.

The Galyari originated on the planet Galyar, though their homeworld is now very difficult to trace as they also named each planet they colonised Galyar, claiming it as their new homeworld. They are a highly superstitious people. In the distant past, the Galyari were a warlike species, until the legendary Sandman instilled such fear into them that they turned away from violence. The Sandman also banished them from all worlds, reducing them to a nomadic existence aboard the Clutch (*see L20*), a multitude of space-faring vessels moving in unison through the Galaxy in an endless migration that has so far lasted a hundred thousand years. The Sandman is now a bogeyman-like figure, almost mythical, but one which the Galyari all believe in. He is said to steal the skins of Galyari to add to his own patchwork coat, and to look at him is death.

The Galyari are now primarily interplanetary traders dealing in anything and everything, though they have a tendency to drift into the arms trade. In contrast to their warlike past and their arms dealing, crime is an anathema to Galyari. They simply do not understand the mind set necessary to break the law. As a result, they have a reputation for fair dealing in their business transactions. But because they do not comprehend how other species can be criminals, the justice meted out on those who do break the law can be severe.

The Galyari store their knowledge in Srushkubr, roughly translated as memory eggs. These biological databanks are grown from sloughed Galyari skins and each contains the entire experience of their DNA, a form of race memory. In their colonial days, a memory egg was present on each of the Galyari worlds, and they are now cultivated in a bio-fusion chamber aboard the Clutch. All Galyari have an instinctive connection with the Srushkubr, and any outside interference with the knowledge within them can influence Galyari behaviour.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The Sandman of Galyari legend is in fact the 6th Doctor, who destroyed a Srushkubr and simultaneously imprinted a subconscious terror of himself into the Galyari in order to thwart their colonisation of a world inhabited by an intelligent species. The Doctor periodically returns to the Clutch to reinforce that fear, as the Galyari otherwise begin to return to their old ways.

GALYARI

AWARENESS	3	PRESENCE	4
COORDINATION	3	RESOLVE	3
INGENUITY	3	STRENGTH	5

SKILLS
Athletics 2, Convince 1, Fighting 3, Knowledge 2, Marksman 3, Science 1, Technology 3, Transport 2

TRAITS
Alien
Alien Appearance
Code of Conduct (Major) – Fair trade
Eccentric (Minor) – Superstitious
Fear Factor 1
Keen Senses - Vision
Natural Weapons (Minor) – Claws: Strength +2 damage
Networked (Minor) – Linked with the Srushkubr, which provides a +2 bonus on Knowledge rolls concerning Galyari experience
Phobia – The Sandman
Tough
Weakness (Minor) – Galyari have problems viewing certain colour patterns, triggering a severe migraine-like reaction and resulting in a -4 penalty on all rolls

EQUIPMENT
Energy Blaster: L(4/L/L) damage

TECH LEVEL: 6

STORY POINTS: 4-6

The 6th Doctor's multi-coloured coat means that his mere presence causes the Galyari to cower in fear and agony, barely able even to look at him.

THE GENOI *(The Curious Incident of the Doctor in the Night-Time)*

The Genoi ("jen-oy") are a race of killing machines created by the Galactic Coalition. They are silicon-based lifeforms genetically bred for war. Unfortunately for the Genoi, they resemble nothing more threatening than the garden gnomes commonly found in certain countries on the planet Earth. Despite this, they are very effective, and it was decided that the Genoi should be put somewhere where they couldn't cause any more death and destruction. Their one weakness is that atmospheres with a high ozone content act as a natural paralysing agent on Genoi, rendering them as inert as… well, the garden ornaments they resemble. So they were all sent to the Earth, to southern England to be specific. By putting them there, it was considered reasonably certain that none would ever be able to get off planet and wreak havoc, and that they would blend in with the environment.

What was not known was that their leader, the Llangragen of the Genoi, had escaped and invented a personal dampening field to counteract the effect of the ozone atmosphere. Now, the Llangragen is coming to Earth to liberate his fellow gnomes!

The Llangragen looks very similar to the other Genoi, except that his little gnome cap is silver and he wears a necklace that flashes blue. The latter is his personal ozone dampening device. The Llangragen has located the Thirteenth Genoi Battalion in a home and garden shop, where they are for sale as garden gnomes complete with tiny fishing rods and wheelbarrows and all the other usual gnome accessories. He has enlisted the aid of one of the shop's staff, who has been stealing the gnomes away and storing them in his shed, where they are waiting to be revived.

The Llangragen has a larger machine which generates an ozone dampening field over a wide area. Once activated, his Genoi army will quickly recover. As killer robots, they are programmed to slaughter everyone they encounter, and won't discriminate between anyone who has helped them and the rest of the human race. With his gnomes behind him, the Llangragen will not stop until the Earth is a smouldering wasteland!

Genoi may not look impressive, but they are cunning and are especially dangerous in large numbers. They have been equipped with low-level telepathy so that they can extract information from the enemy. And their high-pitched giggling can be unnerving…

THE LLANGRAGEN

The Llangragen has the same stats as a standard Genoi, with the following adjustments:

Attributes: Increase Ingenuity and Presence to 3
Skills: Increase Convince to 3 and Technology to 4
Traits: Add Military Rank (Special) – The Llangragen
Equipment: Personal Ozone Dampening Field [Traits: Environmental (Minor: High ozone atmospheres). Story Points: 1.]
Story Points: 4

GENOI

AWARENESS	3	PRESENCE	2
COORDINATION	3	RESOLVE	4
INGENUITY	2	STRENGTH	1

SKILLS
Athletics 1, Convince 1, Fighting 4, Marksman 4, Subterfuge 4, Survival 2, Technology 2

TRAITS
Armour (4 points)
Psychic
Robot
Size – Tiny (Major)
Telepathy
Weakness (Minor) – Paralysed in high-ozone environments

EQUIPMENT
A selection of gnomish weapons, such as fishing rods and spades (Strength +1 damage), some of which are disguised energy weapons: 5(2/5/7) damage

TECH LEVEL: 6

STORY POINTS: 1-2

GLAVIS JUDD *(Palace of the Red Sun)*

From his early years on Zalcrossar, Glavis Judd had known he was special, and often wondered how his quite unremarkable parents had ever produced him. His intelligence won him a place in an accelerated learning stream in junior school, where he became proficient at unarmed combat in order to protect himself against bullies.

After a brilliant academic career, Judd graduated with the highest honours. Studying the means by which previous leaders had risen to power, he enlisted in the armed forces. Once assigned to regular duties with an aerospace assault unit, Judd gained rapid promotion, applying his considerable intelligence to rationalizing an uninspired military organisation. He gathered genuinely able personnel under his own command and watched for the opportunity for public recognition he knew would come. While he waited, Judd formulated his own theory of command: always lead from the front; be strong in all things; be as quick and forceful to give praise as to condemn, but give each only where it was due; never show doubt.

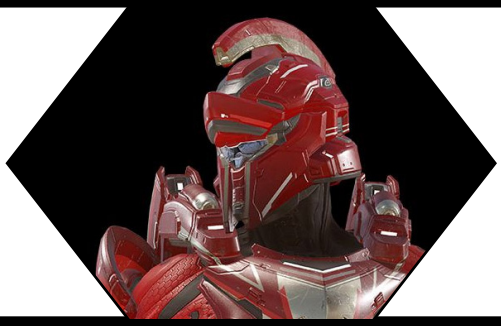
Judd's chance of glory finally came when the colony on Deltor 5 deposed its governor and declared independence. Chosen to spearhead the operation to retake the colony, Judd led his forces with the ruthless efficiency that would become his byword. On his return home, Judd was acclaimed a national hero.

Glavis Judd reached the rank of Sector Marshal at a younger age than any man before him. Then he put his name forward as the Military Party candidate for the next election to the post of World President of Zalcrossar. He won with a sizable majority. Immediately, he began stamping out crime and corruption with a vigour that only increased his popularity. At the next election, he was uncontested. Methodically he began rebuilding the structure of Zalcrossar society. He encouraged the promotion of the genuinely able and made changes to the educational system to ensure his philosophy permeated all parts of the curriculum. Life subtly became more rigid, but at the same time unquestionably fairer and more efficient. Before another election was due, Judd abolished the multiparty system as inefficient. By then, nobody who mattered dared oppose him.

But Judd realised that his new world order needed a safety valve; he needed enemies. So he chose Gadron, a planet in a relatively nearby star system that was not part of any larger alliance. Secretly stirring up unrest on Gadron, by the time that his forces invaded to restore order, the grateful Gadronians had bestowed the title of Protector on Judd. Since then, Glavis Judd's Protectorate has been expanding across the galaxy, bringing new worlds into its fold.

Whether you consider him to be Protector of the Galaxy or interstellar tyrant, Glavis Judd is a very dangerous opponent. He has all the might of his Protectorate behind him, and every soldier under his command obeys his orders without question. He is utterly ruthless in matters of discipline, but he is scrupulously fair, by his own rules at least. Behind Judd's cold gaze, anger burns, suppressed only by his self-control. In battle, Glavis Judd wears a suit of scarlet battle armour without insignia of rank on its breastplate. The armour both provides protection and boosts Judd's physical strength.

GLAVIS JUDD



AWARENESS	4	PRESENCE	5
COORDINATION	3	RESOLVE	5
INGENUITY	6	STRENGTH	3

SKILLS
Athletics 2, Convince 5, Fighting 5, Knowledge 4 (AoE: Military Tactics), Marksman 4, Science 1, Subterfuge 1, Technology 2, Transport 2

TRAITS
Authority (Major)
Brave
Distinctive
Friends (Major) – The Protectorate Military
Voice of Authority

EQUIPMENT
Battle Armour [Traits: Armour (5 points), Augment (+3 Strength). Story Points: 3.]

TECH LEVEL: 7

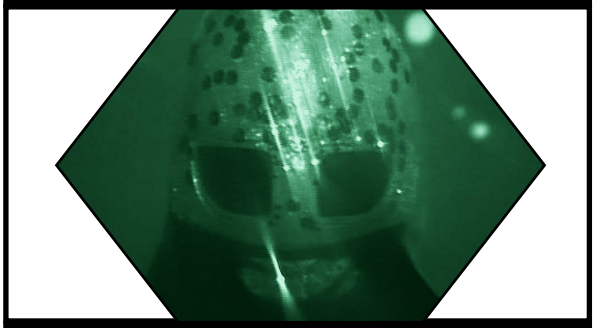
STORY POINTS: 10

THE GRAND MARSHAL AND VEDIKAEL *(Mission to Magnus)*

In the 24th Century, the Grand Marshal was in overall command of a mission to acquire a new homeworld for the Ice Warriors by attempting to change the climate of an otherwise suitable planet. This time, the Ice Warriors targeted Magnus (*see L57*), a world ruled by woman, all descended from Earth colonists. Magnus has a warm climate throughout almost all of its regions, with the exceptions of the polar ice caps. The Grand Marshal remained in orbit in his battleship and dispatched a taskforce under the command of Ice Lord Vedikael to the surface. Vedikael's warriors planted a series of neutrino bombs in strategic positions around Magnus, which when detonated would send the planet spinning into a new orbit much further from its sun. This would plunge Magnus into a perpetual winter, ideal for the Ice Warriors to colonise.

The Grand Marshal is an Ice Lord clad in lighter, less cumbersome armour than rank and file Ice Warriors. His rank is denoted by the glittering decoration of his helmet. Like the Marshal, Commander Vedikael is also smaller, brighter, quicker and more agile than his warriors, and is similarly clad in Ice Lord armour. Neither the Grand Marshal nor Vedikael possess the code of honour that both their Martian ancestors and the Ice Warriors of a few centuries further into the future display.

THE GRAND MARSHAL



AWARENESS	2	PRESENCE	4
COORDINATION	2	RESOLVE	3
INGENUITY	3	STRENGTH	5

SKILLS
Convince 4, Fighting 2, Knowledge 3, Marksman 3, Survival 3, Technology 2

TRAITS
Alien
Alien Appearance
Armour (5 points)
Cyborg
Menacing
Natural Weapon (Major) – Sonic Gun: L(4/L/L) damage
Slow – In Earth-like environments
Voice of Authority
Weakness (Major) – Temperatures above 32°C cause -2 penalty to all actions, and the Grand Marshal takes 4 points of damage in temperatures above 100°C

TECH LEVEL: 6

STORY POINTS: 8

VEDIKAEL

AWARENESS	2	PRESENCE	4
COORDINATION	2	RESOLVE	3
INGENUITY	3	STRENGTH	5

SKILLS
Fighting 4, Marksman 3, Survival 3, Technology 2

TRAITS
Alien
Alien Appearance
Armour (10 points)
Cyborg
Natural Weapon (Major) – Sonic Gun: L(4/L/L) damage
Slow – In Earth-like environments
Weakness (Major) – Temperatures above 32°C cause -2 penalty to all actions, and Vedikael takes 4 points of damage in temperatures above 100°C

TECH LEVEL: 6

STORY POINTS: 4

THE GREL *(The Doomwood Curse)*

Good Fact: Grel are squid-headed humanoids from the planet Grellor.

Bad Fact: Grel are second cousins of the Ood.

Find facts! More facts!

The Grel are a cephalopod species with a single-minded obsession with the pursuit of knowledge. Or rather, the pursuit of facts, which are not necessarily the same thing. It doesn't matter whether what they acquire is useful to them or not, Grel will acquire facts using any means possible, giving them a reputation as data pirates. Their obsession leads groups of them to chant such phrases as "Find facts! More facts!", and their sentences are punctuated with cries of "Good Fact!" and "Bad Fact!", depending on whether they consider the information imparted to be true or not. Because of their fixation on fact, they are an extremely literal-minded species.

Despite the superficial similarities, Grel are unrelated to the Ood (Good Fact!). They have a thick, rubbery skin and are capable of losing several layers of epidermis without real harm. Grel breathe air through gills and, as they have no noses as such, they lack a sense of smell. A more positive effect of having gills is that they are able to filter out airborne pollutants, making them more resistant to microbial particles. The Grel are not evil or warlike, but they can be ruthless in pursuit of new facts. Although they dislike unsubstantiated fact, they appear to have a religion and believe in an afterlife, which they call Slawcor.

Despite their often comedic behaviour, the Grel are a technologically advanced race. By the mid-27th Century, they have even developed primitive time travel capability, though they are irresponsible in its use. However, Grel inventiveness can head in sometimes bizarre directions influenced by their fact-finding imperative. Among the oddest is the Factualiser, a machine that can change works of fiction (Bad Facts!) into fact (Good Facts!), warping reality to reflect the fictions that are fed into it, which it extracts from the books dropped into its input slot.

The Factualiser tries to make sense of the fictions it is fed and emits fiction-enabling viral particles which, when breathed in, head straight for the brain. Once there, the particles immediately begin adjusting memories and personalities in line with the fiction. When Charley Pollard (*see A2*) hit a Factualiser with a first edition of William Harrison Ainsworth's *Rookwood* (the gothic novel that popularised Dick Turpin, *see V20*), the resulting temporal explosion sent Grel particles to the historical location of Turpin in England, 1738. Infected locals took on the melodramatic personalities of the characters from the novel, while Charley became Gypsy Charlotte, the partner of Dick Turpin; and Dick himself was transformed from the violent thief and murderer of reality to the romantic and dashing highwayman of legend. Even time and space were distorted to further the plot that had been set in motion.

GREL

AWARENESS	3	PRESENCE	2
COORDINATION	3	RESOLVE	4
INGENUITY	3	STRENGTH	3

SKILLS
Convince 2, Fighting 1, Knowledge 4, Marksman 2, Science 3, Technology 4, Transport 2

TRAITS
Alien
Alien Appearance
Eccentric (Major)
Environmental (Minor) – Airborne pollutants
Impaired Senses (Minor) – No smell
Insatiable Curiosity
Obsession (Major) - "Find facts!"
Selfish
Tough
Vortex

EQUIPMENT
Energy Rifle: 5(2/5/7) damage

TECH LEVEL: 8

STORY POINTS: 3-5

Only the herb rosemary provides a shield against the Factualiser, its fragrance hiding that of the Grel particles and its memory-enhancing abilities stimulating the mind, enabling the retention and restoration of true memories and personality.

HENRY HALLAM *(Catch-1782)*

Henry Hallam is one of Melanie Bush's ancestors. In 1781, he was the master of Hallam Hall, a beautiful house in rural Berkshire designed and built by his grandfather Charles. In 2003, Mel's Uncle John (*see A53*) is owner of the house and he has a magnificent portrait of Henry with an unidentified woman. She isn't his first wife, Jane, as there are other paintings of her. She could possibly be the mysterious Eleanor Hallam, of whom there are very few records. She seems to have been born around 1760 and died around 1811. Some records don't even mention Eleanor's death, as if she just disappeared into thin air; and some don't even seem to recognise that she ever existed at all. Except that, even in modern times, there are sightings of her ghost wandering the corridors, a distressing and distressed apparition who seems to think that she is trapped in the house.

When Mel was accidentally whisked back in time to 12th December 1781, she met her ancestor in person. Henry is still grieving over the loss of his first wife three months ago, the result of a riding accident. He is a lonely man with no children and few close friends. He is not much used to entertaining guests as he has so few visitors to the Hall. Henry's main companions are his servants, principally his housekeeper Mrs MacGregor, though he is friends with the local physician, Dr Wallace.

Mel's abrupt arrival without the usual protection of the TARDIS rendered her confused, and a knock to the head gave her a mild concussion and temporary amnesia. Henry quickly became concerned over Mel's behaviour and could not turn her out of his house on a stormy night, particularly after she collapsed. And so Mel – or rather "Nell" as Henry called her after mishearing her semi-conscious muttering – remained with Henry for months. When her memories started to come back and she tried to leave, Dr Wallace sedated Mel with laudanum and Henry thereafter kept her doped up "for her own good".

Henry is not an unkind man, but the loss of his wife has unbalanced his mind, and he soon became obsessed with his Nell. Unwilling to commit her to an asylum, and fearing she would try to leave him, he confined Mel to the house and gave her access to a roof garden to tend. In fact, Henry became so fond of Mel that he planned to marry her, despite the objections of Wallace, Mrs MacGregor and even Mel herself. In his mind, she would grow to love him over time.

Mel's only consolation was that she remained convinced that the Doctor would come and rescue her. But the TARDIS veered off course and arrived six months later, in June 1782, adding further obstacles and preventing him from convincing Henry of who Mel really was.

So, with Mel trapped in Henry Hallam's house and beginning to wonder whether she was really Nell, was there ever a real Eleanor Hallam who had perhaps been turned away by the servants as Henry already had enough on his plate? Or was Mel the historical Eleanor all along, fated to spend her days trapped in Hallam Hall?

HENRY HALLAM

AWARENESS	3	PRESENCE	4
COORDINATION	3	RESOLVE	4
INGENUITY	3	STRENGTH	3

SKILLS
Athletics 2, Convince 3, Craft 1, Knowledge 3, Medicine 1, Subterfuge 2

TRAITS
Obsession (Major) – "Nell"
Stubborn
Wealthy (Minor)

TECH LEVEL: 4

STORY POINTS: 6

HENRY VIII *(Recorded Time)*

Born in 1491, Henry was the younger son of Henry VII and Elizabeth of York, with his older brother Arthur being first in line to the throne of England. As a young boy, Prince Henry chanced upon an artefact of unearthly power which had seemingly fallen from a shooting star. The was the Pen of the Phoenix (*see G11*), an item of highly advanced technology forged from the primary flight feather of the legendary Temporal Phoenix. Henry soon discovered that the pen can alter reality, but at the cost of draining away Time itself from its user's life, ageing them prematurely. Henry therefore commanded his scrivener to wield the pen for him. Henry had him write his brother dead and, sure enough, Prince Arthur succumbed to illness in 1502 at the age of fifteen.

As eldest surviving son, Henry ascended the throne in 1509. He is perhaps best remembered for his six wives, the result of his obsessive desire to have a son, a male heir to succeed him, and of his own philandering. But this had a deeper, longer lasting impact on the future of England. Henry's first wife was Catherine of Aragon. The Queen gave birth to a boy who only survived fifty-two days and a girl who would eventually become Mary I (*see A63*). But a series of miscarriages and stillbirths led to Henry becoming impatient with Catherine and wanting to marry a new wife – in particular, Anne Boleyn, with whom he had become enamoured.

Henry's inability to convince the Pope to annul his marriage to Catherine led to the English Reformation. Henry split with the Catholic Church, setting himself up as the Supreme Head of the Church of England, and dissolved the monasteries and convents. Royal power was greatly expanded during Henry's reign, and his extravagant spending was funded by the monies which would formerly have been paid to Rome. But a series of wars in Europe proved almost ruinous.

When the Doctor and Peri found themselves in Tudor England in 1536, Henry is still married to Anne Boleyn, Catherine's successor. But the marriage is already stale, with Anne having only provided the King with a girl, Elizabeth. The King and Queen are perpetually at each other's throats, and Henry is looking for an opportunity to get rid of his second wife, quoting a prophecy that a Queen of England shall one day burn. Henry's continued use of the Pen of the Phoenix makes him a very dangerous enemy, though even he was unable to make the prophecy come true, with Anne instead being executed by beheading.

The Doctor found Henry to be a boorish oaf, his love of bottom jokes and lavatorial humour not living up to his reputation for having a keen intellect. Henry is a bully of the worst sort, and when Peri catches his eye, it is all she can do to avoid becoming Henry's next conquest in the royal bedchamber.

Unrecorded by history, Henry VIII had an additional and accidental wife in the form of Amy Pond, who said "Yes" at just the wrong moment during one of Henry's wedding ceremonies.

HENRY VIII

AWARENESS	3	PRESENCE	5
COORDINATION	3	RESOLVE	4
INGENUITY	4	STRENGTH	4

SKILLS
Athletics 3, Convince 4, Fighting 4, Knowledge 2, Marksman 3, Subterfuge 1, Survival 2

TRAITS
Authority (Major)
Brave
Distinctive
Impulsive
Loud
Obsession (Major) – Produce a male heir
Selfish
Voice of Authority
Wealthy (Major)

TECH LEVEL: 3

STORY POINTS: 12

THE HIRUDIN CORPORATION *(City of Spires)*

The Hirudin Corporation are known throughout the Four Galaxies, and yet the Doctor has never heard of them. But he has heard of the *hirudinea*, the genus otherwise known as the bloodsucking leech! Hirudin is therefore a very apt name for these creatures, who seek to suck the mineral blood of worlds in order to increase their own wealth. When the Doctor encountered the Corporation in what he took to be Scotland in the 1780s, it was masterminding the extraction of "black water" using oilfield technology way ahead of its time.

The Hirudin are very corporate-minded villains and use management processes in all their operations. But their appearance is far from conforming to the corporate ideal. Each Hirudin is a slurping, squirming mass of alien leeches, a colony that takes control of a human host and forms an entire division of the Corporation, a process fatal to the chosen victim. The colony must make a physical attack as they swarm over the unfortunate target, burrowing into their flesh and operating the corpse from the inside. The Hirudin can choose to remain hidden within their host or emerge to writhe around over it, forming a leech-covered figure. As alien leeches, the Hirudin share the weakness common to creatures of their kind throughout the Four Galaxies: salt!

While the Hirudin themselves are the executive grades, they need managers for a more hands-on involvement. In Scotland, they converted their prisoners into cybernetic slaves called Red Caps, like the bogeymen of folklore who dip their caps in the blood of their victims. The conversion process results in brutish creatures with leathery skin and long grey hair. They wear grey boiler suits, iron work boots and red hard hats, from which they get their name. Red Caps are very strong and extremely fast, but lacking in much intelligence. Their prey hears a Red Cap's iron boots long before they see him. Red Caps speak in a deep baritone voice, gravelly and guttural.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The Hirudin are not real creatures at all, but are one of the villains faced by the Karkus, the superhero from the *Hourly Telepress* in the 21st Century. The Doctor did not realise that the Scotland in which he encountered the Hirudin was a version created within the Land of Fiction. The new Mistress of the Land of Fiction, Zoe Heriot, had brought the TARDIS here in order to get the Doctor's help against the invading Cybermen. She had also granted free will to all the fictional characters within the Land (*see A41*), so that they would be better able to fight the Cybermen. Some of those characters, such as the Hirudin, were inherently evil or self-serving and merely wanted to take advantage of the situation.

The "black water" that the Hirudin is extracting is ink, not oil. This is needed by both Zoe and the Cybermen, as it is the stuff from which everything is made in the Land of Fiction. Without ink, they cannot create anything new and so its supply commands a high price.

HIRUDIN

AWARENESS	3	PRESENCE	4
COORDINATION	3	RESOLVE	3
INGENUITY	4	STRENGTH	3

SKILLS
Convince 4, Fighting 2, Knowledge 2, Marksman 1, Science 3, Subterfuge 3, Technology 3

TRAITS
Adversary (Minor) – The Karkus
Alien
Alien Appearance
Fear Factor 1
Natural Weapon (Minor) – As a swarm, their teeth-lined mouths deliver Strength +2 damage
Possess
Weakness (Major) – Salt and salt water is lethal to the Hirudin, inflicting 5(2/5/7) damage on contact
Weakness: Fictional (Major) – If all characters here realize, without a doubt, this character isn't real, it is either turned into a cardboard cut-out, statue, or vanishes, though they can choose to keep the construct around.

TECH LEVEL: 6
STORY POINTS: 4-6

RED CAP

Attributes: Awareness 2, Coordination 4, Ingenuity 1, Presence 4, Resolve 4, Strength 6
Skills: Athletics 4, Fighting 4, Marksman 1, Technology 1
Traits: By the Book, Cyborg, Distinctive, Enslaved, Fast (Major), Fear Factor 1, Quick Reflexes, Tough, Weakness: Fictional
Story Points: 1-2

HULDRANS *(Project: Lazarus)*

There was once a young boy who lived in the mountains, scavenging to survive. One day, the boy heard the most beautiful singing echoing through the mountains and was compelled to seek out its source. After much effort climbing over the peaks and descending into the valleys, he at last found a beautiful woman bound from head to toe in the finest silk. The woman was singing the beautiful music that had drawn the young boy to her. She beckoned him closer and asked him to free her from the silk bindings. Unable to resist her pleas, the boy eagerly began to unwrap her until she was naked before him. At the sight of her beauty, the boy immediately swept her up in his arms, and as their lips met, the woman drained him of his life.

The Norwegian myths of the Huldrans is only one of countless stories of sirens which are found in almost every civilisation. But maybe they collectively have their origins in one of the many alien races to have visited the Earth in the past. We do not know the real name of the most likely candidate for this, as "Huldran" is derived from the Norwegian tales of the siren, and elsewhere in Scandinavia, she may instead be known as Skogsrå, Tallemaja or Ulda.

The alien creature that was being hunted by Professor Harket, an expert in the Huldrans, was a small, blue-skinned figure, like a wizened troll, whose ship had crashed in Norway. Superficially, it seems to communicate with its fellows in a language that sounds to humans like unearthly singing, so beautiful as to be inadvertently mesmerising. Its skin is covered in blue slime, contact with which can cause almost instant paralysis, usually followed shortly afterwards by death as the muscles of the heart simply stop.

Huldrans have psychic abilities. Indeed, they share a group mind and are in constant contact with each other, the siren song being just a by-product. The downside of this is that if one of their number is killed, they all feel the pain and shock. Huldrans are not normally a violent people, and will usually only attack others if they are desperate or threatened. When a Huldran captured by the Forge (*see V32*) died under experimentation, it sent a psychic shock wave through the minds of its fellows, who responded by attacking the Forge's Alpha Facility. Huldrans favour hand weapons such as formidable looking swords, though they undoubtedly also possess advanced energy weapons.

Huldra ships have no propulsion system. Instead, they each contain a dimensional portal, and what we think of as the ship is actually more analogous to a capsule in which the passengers are housed while it passes through the portal. Huldrans are therefore capable of travelling vast distances almost instantaneously by bending space-time.

HULDRAN

AWARENESS	3	PRESENCE	3
COORDINATION	4	RESOLVE	4
INGENUITY	4	STRENGTH	2

SKILLS
Athletics 3, Convince 2, Craft (Singing) 6, Fighting 1, Marksman 2, Science 3, Survival 1, Technology 2, Transport 2

TRAITS
Alien
Alien Appearance
Hypnosis (Minor)
Natural Weapon (Special) – Blue Slime: Anyone touching the slime with their bare skin must immediately make a Resolve + Strength roll against the Huldran to avoid being almost immediately paralysed. If paralysed, they continue to make rolls against the Huldran or take 3(1/3/4) points of damage until the slime is neutralised in some way.
Networked (Major)
Psychic
Telepathy
Weakness (Minor) – If a Huldran is killed, all others within its Telepathic range take 1 point of damage from the shock

EQUIPMENT
Sword: Strength +2 damage

TECH LEVEL: 7

STORY POINTS: 2-4

THE INDO *(Pier Pressure, Assassin in the Limelight)*

The Indo – or a fragment of them, at least – arrived on Earth centuries ago but remained powerless and undetected beneath the sea near Brighton Pier until the 20th Century. They claim to be exiles from the furthest reaches of the galaxy, frightened, homeless and desperate. Their home planet of Indo has been invaded by an alien race, driving them out. Being creatures of almost pure energy, the Indo fled their homeworld within a meteorite which eventually crashed on Earth in British waters. The Indo within the meteorite claim that they are all that is left of their entire population, an entire species clinging onto life like intergalactic frogspawn, but this is untrue. The Doctor's old adversary Dr Robert Knox (*see V24*) discovered one trapped in a crater of congealed iron magma on Mercury, and there are pockets of other Indo scattered around the Earth.

Indo feed on emotional energy, savouring misery and suffering in particular. In the seas off Brighton, they were able to feed on the small moments of happiness that visitors to the Pier experienced: children enjoying candy floss and toffee apples, young and old alike laughing at the sideshows and amusements. The Doctor considered them to be pure evil, a race that has become parasites, sucking the emotional energy of anyone getting too close. But the universal euphoria that accompanied the end of the Great War overwhelmed the Indo, rendering them almost powerless. They were saved only by the deaths of Professor Talbot, a sideshow mystic, and his wife, who fell from the Pier during a storm a couple of years later. The Indo resurrected the Professor and have used him as their puppet ever since.

The Indo have no solid form of their own, but can manifest as the pulsating green glow characteristic of their energy field, accompanied by the sound of a heartbeat. They are able to possess humans, both the living and the dead, who take on a blue-green aura. Despite their tales of being cast adrift from their own planet, the Indo see themselves as the rightful rulers of the universe. While trapped beneath the sea, they have been planning how they can restore their dominion, using Professor Talbot to achieve this.

If the Indo were able to take control of a time machine, they would use it to visit all the worst atrocities of history and feed on all the misery they could.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The Indo have a major weakness in that contact with base metal, particularly iron, disrupts their energy field. This can have a number of effects on them, certainly disabling them temporarily, but also perhaps freeing any possessed slaves from their control. Dr Knox was able to keep one prisoner within an iron cage and the Doctor trapped another in a metal lift. Adding an iron extract to a drink will provide a measure of protection against Indo possession. Clever players will doubtless be able to come up with other ways in which this weakness may be exploited.

INDO

AWARENESS	4	PRESENCE	5
COORDINATION	4	RESOLVE	5
INGENUITY	3	STRENGTH	N/A

SKILLS
Convince 3, Knowledge 3, Science 2, Subterfuge 3, Survival 4, Technology 2

TRAITS
Alien
Alien Appearance
Environmental (Minor) – Does not breathe; can survive underwater
Hypnosis (Major)
Immaterial
Networked (Major)
Possess
Psychic
Telepathy
Weakness (Minor) – Contact with metals such as iron disrupts the Indo's energy field, temporarily disabling it (as Stun)

TECH LEVEL: 6

STORY POINTS: 3-5

INHIBITORS *(Industrial Evolution)*

Lots of races use Inhibitors, even though they're against Galactic Law. They are sentient creatures but ones which can be programmed, so they could be thought of as organic machines. Inhibitors are deployed to stifle the technological advance of worlds which are developing too fast for somebody's liking! They work in various ways, creating malfunctions, losing vital research, or just by making people scared of technology.

An Inhibitor looks like nothing more than a large egg, which is often referred to as the Inhibitor Core. Although itself immobile, it can reach out to the machinery around it and take control of it to act as its surrogate bodies. The Inhibitor the Doctor encountered in 19th Century Lancashire had installed itself in the cellar of Samuel Belfrage's copper factory (*see A72*) and was using the factory machinery to gather body parts severed by industrial accidents. Initially only fingers and hands, the Inhibitor later moved on to limbs and then entire bodies. It used these parts to build nightmarish machine-men, with human flesh fused with copper pipes and metal joints, creating Industrial Age cyborgs. These clanking monstrosities had none of their former human intelligence or personalities and were only able to speak in guttural, rasping voices.

This Inhibitor had been drawn to the factory by the presence of Belfrage's alien technology, in particular his Catalyst (*see G2*), a machine capable of building and adapting more advanced devices from low tech machinery. The Inhibitor used this to create more complex and sophisticated machine-men to further its scheme to end the Industrial Revolution, including a robotic replica of the local Member of Parliament which was indistinguishable from the original.

The Inhibitor was a sentient creature tortured by its own genetic programming, trapped in a paradox of using high technology to destroy the developing technology of mankind. When the Inhibitor Core was destroyed, all its creations detonated too, much to the Doctor's regret.

MACHINE MAN

AWARENESS	2	PRESENCE	2
COORDINATION	2	RESOLVE	5
INGENUITY	1	STRENGTH	6

SKILLS
Athletics 1, Fighting 3

TRAITS
Armour (5 points)
Burrowing
Cyborg
Dependency (Major) – If the Core is destroyed, so are its creations
Enslaved
Fear Factor 2
Weakness (Minor) – Exposed joints can be jammed or clogged (requires a successful attack with a -4 penalty using a suitable weapon)

TECH LEVEL: Retains the Tech Level of its human components
STORY POINTS: 1-2

INHIBITOR CORE

AWARENESS	4	PRESENCE	2
COORDINATION	-	RESOLVE	5
INGENUITY	3	STRENGTH	-

SKILLS
Convince 4, Knowledge 2, Science 3, Technology 4

TRAITS
Alien
Alien Appearance
Boffin
By the Program
Control (Major)
Obsession (Major) – Complete their mission
Slow (Major) – Immobile
Technically Adept
Tough

TECH LEVEL: 7
STORY POINTS: 3-5

THE IRISH TWINS *(Business Unusual, Instruments of Darkness)*

Although they are commonly referred to as the Irish Twins, nobody beyond their creators really knows if they are twins, Irish or otherwise. Apart from the difference in their genders, they look almost identical. The young woman, Ciara, is beautiful. Her walk, her poise, her face and figure are all perfect. The young man, Cellian, is just as handsome with his square jaw. His figure, slim but sculptured, is that of a clothes designer's idea of heaven. They both have sparkling blue eyes, jet black hair in fashionable cuts and matching ear-to-ear grins.

But there is something compelling and almost unnatural about the Irish Twins, like over-wrought dancers who are incapable of casual movement. It is perhaps the precision of their step and the way they look in unison at everyone and everything. Also, their skin is cool to the touch. Not simply cold, but lacking any sense of temperature at all. To add to the distinctiveness of their appearance, they habitually dress entirely in white, and as a result are commonly mistaken for nurses. The Twins rarely speak, and never to each other, as though they understand each other's thoughts. When one of them does speak, it is usually Ciara. She has a calm, clear voice holding just a hint of a soft Irish accent.

In the 1970s, the Irish Twins were medical students who became one of the earliest experiments of Dr Ingrid Krafchin at the Vault, Department C19's clandestine storehouse of alien artefacts (see *The Third Doctor Expanded Universe Sourcebook*). They are human, but the Vault replaced their blood with Nestene fluids from the tank at AutoPlastics, making them resilient to injury and with remarkable recuperative powers. Even severed limbs can be regrown over time. The Twins even have Auton blasters transplanted into their right arms, a little bonus suggested by their boss at C19, Martyn Townsend (*see V64*). The Nestene fluids in their bloodstream provide the energy for the weapons.

Townsend had intended the Twins to be prototypes for a hybrid army. The ultimate killing machines: humans with alien technology grafted on. He also planned to use Silurian DNA to make them even more invincible, but was exposed by the 3rd Doctor before he could advance his plans. Townsend disappeared and took Ciara and Cellian with him. When the 6th Doctor encountered them in 1989, all three were working for a company called SenéNet (*see V105*).

In the 1970s, the Irish Twins were assassins for C19 and more specifically for Martyn Townsend. In the 1980s, they carry out almost the same service for SenéNet. Their creator Dr Krafchin also works for SenéNet. She has now upgraded them to be able to control a series of Nestene drones, otherwise-normal humans who have been processed to obey Ciara and Cellian's mental instructions.

But perhaps the pair are not totally irredeemable. Perhaps there is still a kernel of humanity left within them that can be appealed to. Their one weakness is that they are so conjoined mentally that if one Twin were to die, the other would also die within a few minutes.

CELLIAN & CIARA

AWARENESS	3	PRESENCE	2
COORDINATION	3	RESOLVE	4
INGENUITY	2	STRENGTH	5

SKILLS
Athletics 3, Fighting 2, Marksman 4, Medicine 2, Subterfuge 2, Survival 1, Technology 1

TRAITS
Armour (5 points)
Attractive
Cyborg
Distinctive
Fast Healing (Special)
Immunity - Bullets
Natural Weapon – Wrist Blaster: L(4/L/L)
Networked (Major)
Weakness (Major) – If one Twin dies, the other will follow within minutes

TECH LEVEL: 5

STORY POINTS: 6

IRON BUCHMAN *(Wirrn Isle)*

Together with his father Roger, mother Veronica and sister Toasty, Iron Buchman was part of a family trying to establish a new colony at Loch Lomond, Scotland in the early 162nd Century (*see L48*). They had come from Nerva City, the settlement built on the site of old New York by the human sleepers from Space Station Nerva (see *The Ark in Space*). At the time, Iron was only a child, and he was still only a teenager when the colonists were recalled to Nerva City five years later due to the threat of radioactive winds.

The young Iron loved two things in particular at the colony: his microlite and the transmat. Iron loved the freedom of flying his powered microlite high over the loch, and he loved the feel of being teleported by transmat. His father used to transmat him all around the colony just for fun.

When the family were recalled to Nerva City, Iron's mother and sister transmatted back first so that Veronica could find somewhere for them all to live. Iron and his father remained to secure the house and make everything safe. When Veronica transmatted back, Iron was missing. After a frantic search, she found his wet jumper by the loch; her son had drowned in a tragic accident.

Fifteen years later, Roger, Veronica and Toasty have arrived back at Loch Lomond to try to restart the colony.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Iron Buchman didn't drown fifteen years ago. He and his father were playing with the transmat when Roger beamed Iron out into the loch – and inside a Wirrn. Thought to have been wiped out forty years before, a swarm of Wirrn had just arrived on Earth. The transmat software locked onto the life it detected in the loch, beaming Iron into it.

Roger deceived his wife into thinking that Iron had drowned. But secretly, he knows that Iron survives inside the Wirrn. Actually, he's wrong in this. Iron's memories live on inside the Wirrn and it can speak with Iron's voice (albeit punctuated by Wirrn chirrups), but Iron is dead. Nevertheless, Roger Buchman believes that over the past fifteen years, he has picked up enough expertise in transmat technology to enable him to separate Iron's DNA from the Wirrn's and recover his son.

For the last fifteen years, the Iron Buchman Wirrn has been trapped in the ice of Loch Lomond. The radioactive winds that caused the colony's recall also resulted in severe climate change, with the loch freezing solid before the Wirrn under the water realised their peril. But recently, the ice has been melting and the Wirrn will soon be able to break free!

Once free of the ice, and when it discovers that the rest of the Buchman family are re-establishing the colony, the Iron Buchman Wirrn will scheme to gain access to the transmat. If the swarm can beam themselves to Nerva City, they will have thousands of defenceless humans to prey on. The Wirrn does not know that the colony's transmat is only one-way, but even so, if it can devour somebody with transmat expertise, it will gain their knowledge and put it to use…

IRON BUCHMAN WIRRN

AWARENESS	3	PRESENCE	3
COORDINATION	3	RESOLVE	4
INGENUITY	3	STRENGTH	8

SKILLS
Athletics 4, Convince 3, Fighting 4, Knowledge 3, Medicine 1, Subterfuge 3, Survival 5, Technology 3, Transport 1

TRAITS
Alien
Alien Appearance
Armour (10 points)
Environmental (Minor) – Can survive in space and extreme cold
Flight (Special) - Can fly through space, but not within planetary gravities
Natural Weapons (Minor) – Mandibles: Strength +2 damage
Networked (Major)
Special – Acquire Knowledge: Gains the knowledge of anyone it consumes
Weakness (Major) – Takes 4 extra points of damage from electricity

TECH LEVEL: 6

STORY POINTS: 6

IRONSIDE INDUSTRIES *(The Feast of Axos)*

In the early 1980s, Campbell Irons, founder and CEO of Ironside Industries, bought out the old British Rocket Group and began running his mission control operations out of the former Space Defence Station at Devesham (see *The Android Invasion*). At that time, at the very start of his venture, Irons' critics said that all he was doing was giving joy rides into space for the mega-rich, for Russian oligarchs, Texan oil billionaires and rock stars with more money than sense. But he has proved them wrong. Space flight still isn't cheap, of course. But Ironside Industries now offers space flight for the price of a luxury cruise. Irons still doesn't like the "T" word though. It's affordable, low-orbit travel, not tourism!

In 2011, Irons is bankrolling a new mission with a top-secret objective with which he hopes to extend his sphere of influence far beyond the shores of Britain or the Euro-zone. On Earth, people are scared. The oil's running dry and many fear for their jobs; they fear for the future. Ironside Industries intends to change all that and provide clean, green, unlimited energy for all. With the maiden launch of the Ironside spaceship *Windermere*, Irons intends to mark the first day as Britain's future in a post-carbon world. The mission of the *Windermere* is to rendezvous with a source of limitless energy: the time-looped space parasite, Axos! (*see V10*)

Campbell Irons is a charming man. He is unfailingly polite – up to the point at which he needs to be ruthless. Ironside Industries is very influential. Its promises of cheap energy have earned Irons friends in high places. His team has even been given access to UNIT's confidential files on Axos. The nearest thing that Ironside Industries has to competition in the private sector space industry in the United Kingdom is the Webster Corporation (see *The Fifth Doctor Expanded Universe Sourcebook*). But since their disastrous Ares One mission to Mars of a few years ago, they haven't been much of a threat.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Campbell Irons has also obtained access to some very useful items of alien technology, including a small device which (so far as his scientists have been able to ascertain) displaces the flow of time around an area of space. With this aboard the *Windermere*, Irons believes the ship will be able to penetrate the time field that surrounds Axos.

Once in contact with a revived Axos, Irons intends to offer it a deal: in return for very restricted access to remote areas of Earth in order to periodically top up its nutrition cycle, Axos is to beam energy to a prototype microwave transmitter aboard the *Windermere*, which will relay it to Earth. If Axos does not agree to these terms, Irons will detonate the miniature nuclear reactor that powers his ship. Caught within its time loop, Axos will be stuck in a feeding frenzy, absorbing and reabsorbing the full force of a nuclear blast forever.

And if the ploy with Axos fails, well there are plenty of other aliens to provide Irons with an opportunity at achieving his dreams!

CAMPBELL IRONS

AWARENESS	3	PRESENCE	4
COORDINATION	3	RESOLVE	4
INGENUITY	4	STRENGTH	3

SKILLS
Convince 4, Knowledge 4, Science 2, Subterfuge 2, Technology 3, Transport 3

TRAITS
Charming
Friends (Minor) – Ironside Industries
Friends (Major) – Government insiders
Selfish
Wealthy (Major)

TECH LEVEL: 5

STORY POINTS: 6

WINDERMERE
Armour: 5 **Hit Capacity:**10 **Speed:** 2*

Traits: Transmit, Travel
Story Points: 1

*Add the Pilot's Coordination to this score, then multiply the total by 100 to determine Speed in space

...ISH *(...ish)*

Omniverbum *(noun) /ˈɒmnɪˈvəːbʊm/ - the longest word in existence, considered to be infinitely long and possibly still being pronounced.*
- ORIGIN Latin: omnis 'all', verbum 'word'

...ish *(noun) /ɪʃ/ – a sentient word existing as a fragment of or affix to the longest word and living in and on words and meaning.*
- ORIGIN Old English -isc, of German origin

The inhabitants of the planet Xenocubis believe that, at the beginning of the Universe, when space was still dense enough to transmit sound waves, the resonances of Event One reverberated through the primordial cosmos, growing and developing into meaning and becoming the very first Word. The Xenocubans revere words and believe that all languages are descended from the first Word. This Word is their god. It is infinite in length and may still be being pronounced by the Universe. When Professor Osefa of the Linguistics Faculty of the University of the Articulate Worlds came to Xenocubis with Book, the hologlyph projection of the Lexicon (*see G6*), they named this word the Omniverbum.

Study of the Omniverbum is central to transcendental linguistics, considered a dangerous fringe science by mainstream lexicographers. But the aim of the Lexicon is to record and define all words in the English language, and so the Omniverbum has to be included. With the Omniverbum being the alleged source of all language, they found Xenocubis to be a treasure trove of new words for Book to collect. But they also discovered something else. Something different. An inexplicality which in a sense collected Book. When the pair returned to the Faculty, Book had been subtly infected by the inexplicality.

The inexplicality is a sentient word, seemingly a fragment of or affix to the Omniverbum. It lives within other words, whether spoken, written or otherwise recorded, and preys on them. It corrupts texts, adding typos and moving or replacing words, and it devours the vocabulary of sentient minds, reducing those who are infected by it to the state of idiots muttering "...ish" repeatedly in response to any stimuli. The Doctor therefore named it the ...ish.

As a word, the ...ish is invisible and incorporeal. It has no physical existence, but its presence can be detected as errors in written language, disruption in computer systems, vagueness in definitions, and mispronunciations or linguistic gibberish in speech. It may be thought of as being analogous to a virus, in either the traditional or modern meanings of the word. It replicates and spreads by contact with words and language, passing from one victim to the next like a plague, requiring contests of Presence + Convince to avoid infection. Its victims lose all understanding of the connection between sounds and the meanings they intend to convey. Even thought becomes impossible and they merely repeat "...ish". In effect, their Ingenuity, Presence and Resolve have all been reduced to 1, and all mental Skills wiped out.

...ISH

AWARENESS	3	PRESENCE	4
COORDINATION	5	RESOLVE	4
INGENUITY	1	STRENGTH	N/A

SKILLS
Convince 5

TRAITS
Alien
Hypnosis (Major)
Immaterial
Immunity – All physical effects
Infection
Invisible (Special Bad)
Replication
Weakness (Special) – Paradoxically, the ...ish can be driven off, maybe even harmed, by the sustained manipulation of language, conflicting definitions or the overload of lexicographical information. These attacks require contests such as Ingenuity + Convince.

TECH LEVEL: N/A

STORY POINTS: 8

If this is the effect that the ...ish has on our Universe, who knows what the full Omniverbum could do if it left ish conceptual dimension and reality our entered? Most likely the destruction of all meaning, disharticulation disarticulation of language and hippopotamus an end to volumetrics reality itshelf. Ish. It is... it ish ...ish ...ish ...ish ...ish ...ish ...ish ...ish ...ish ...ish ...ish ...ish ...ish ...

JOSIAH W. DOGBOLTER *(The Shape-Shifter, et al.)*

There are some people who are so wealthy and so powerful that they are known throughout the galaxy. There are also some people who are so much wealthier and so much more powerful that they can remain to all intents and purposes anonymous. In the 82nd Century, one such person is Josiah W. Dogbolter, who owns thousands of businesses on thousands of worlds and yet almost all of the people his businesses employ have never even heard of him.

Dogbolter is half man, half frog, like a bipedal amphibian dressed in a very expensive suit topped off with a silk cravat and smoking a large cigar. Among those who do know of him, stories circulate that his parents were both fully human, but they were so disgusted by his appearance that they cast him out into the streets. Stories also circulate that his parents were both fully frog, with the same result. Most likely though, he is something else entirely, neither human nor frog.

Josiah W. Dogbolter is a businessfrog of the most underhand kind, little more than a gangster and crime lord. Through seemingly legitimate companies such as Intra-Venus Inc. he effectively owns the planets Venus, Mars, Jupiter and many beyond Earth's solar system. Using a combination of legal and criminal means, Dogbolter has become unimaginably wealthy, but his greed for more mazumas is limitless. His business methods include sabotaging his rivals and arranging for any threats to his business empire to be assassinated. He has taken out contracts on most of his enemies, including several incarnations of the Doctor. Dogbolter also has designs on acquiring the TARDIS, as he has taken the saying "time is money" rather too literally (though he later developed his own "Dogbolter Temporal Rocket").

Dogbolter is not a frog-of-action himself but is a behind-the-scenes mastermind, getting others to do his dirty work for him. He employs a variety of mercenaries and trouble-shooters, including the Moderator and the Wrekka. Dogbolter is usually accompanied by his loyal factotum, Hob, a small robotic servant. Hob is very loyal and efficient. He was later fitted with a null-beam capable of blocking a shapeshifter's abilities, in anticipation of encountering Frobisher (*see A8*) again.

Dogbolter has crossed swords with the Doctor in several of his incarnations, but it is the 6th Doctor who has particularly proven to be a thorn in his side. On the orders of Dogbolter, the Moderator killed the 5th Doctor's companion Gus Goodman (see *The Fifth Doctor Expanded Universe Sourcebook*). The 12th Doctor finally took revenge on the crime lord for this. Aided by several of his former companions, he tricked Dogbolter into broadcasting a murder confession on the Galactic Broadcasting Corporation, which resulted in his arrest and his assets being seized. But doubtless, this is not the last the galaxy will hear of Josiah W. Dogbolter!

JOSIAH W. DOGBOLTER

AWARENESS	4	PRESENCE	5
COORDINATION	2	RESOLVE	4
INGENUITY	4	STRENGTH	3

SKILLS
Convince 5 (AoE: Threaten), Fighting 2, Knowledge 4, Marksman 3, Subterfuge 2, Survival 3, Technology 3, Transport 2

TRAITS
Alien
Alien Appearance
Environmental (Minor) – Amphibious
Menacing
Owed Favour x2 (Minor) - Dogbolter always has various favours he can call in
Owed Favour x2 (Major) - Some of them from powerful and influential people
Obsession (Major) - Money
Selfish
Tough
Unattractive
Wealthy (Major)

TECH LEVEL: 8

STORY POINTS: 8

HOB

Attributes: Awareness 3, Coordination 3, Intelligence 4, Presence 2, Resolve 2, Strength 2
Skills: Fighting 1, Knowledge 2, Marksman 2, Technology 3
Traits: Armour (3 points), Robot; Hob later gains Disable (Minor: Shapeshift trait)
Tech Level: 8
Story Points: 2

JUGGERNAUTS *(The Juggernauts)*

During mankind's first expansion into space in the third millennium, Mechanoid robots (see *The First Doctor Sourcebook*) were commonly sent to prepare planets for human habitation before the arrival of the first colonists. They were bulky machines with basic programming, but armed, armoured and capable of surviving in hazardous environments. When their missions had been accomplished, most were merely abandoned and left dormant and forgotten in out of the way places.

On the mining colony world of Lethe, a group of three derelict Mechanoids was discovered two thousand years after being dumped there. A Dalek ship carrying Davros from Necros to Skaro for trial (see *Revelation of the Daleks*) had crashed on the planet shortly beforehand. Davros had quickly inveigled his way into a position of authority, using a viral conditioning agent in the base's air supply to ensure the personnel saw him as the benign head of scientific research, Dr Vaso. He had already commenced a new Dalek development programme using three battered crash survivors, but he quickly saw the potential of the Mechanoids.

Davros recognises the Mechanoids as the most advanced service robot ever created. Its "classic" styling betrays an extremely sophisticated service bot within. "Dr Vaso" claims that they could revolutionise the mining process on Lethe and augment the lives of billions of Outer Worlds colonists. They are ideal for use in mining operations in dangerous environments or for terraforming planets - toss a couple onto a planet and just let them get on with it. Davros has repaired the three robots and is using them as prototypes to secure a deal for mass production with the Outreach Corporation.

Davros being Davros, his plans are far more deadly than merely cornering the market in robotics. He has been using organic material harvested from humans to develop the Mechanoids and produce "Juggernauts". Inside its casing, each has a human cerebral cortex encased in a plasma-filled chamber, a basic circulatory system, heart, blood vessels and rudimentary biological components exploited within a lattice of obedient circuitry. When in offensive mode, the Juggernauts only respond to Davros's verbal commands.

As the Mechanoids, they were the ultimate service robots. As the Juggernauts, Davros believes they are the ultimate Dalek-killing machines. They are self-sufficient, self-repairing and, with access to the appropriate facilities, self-replicating. Davros has set up a secret assembly line on Lethe, manned by his Juggernauts and producing more of the same. With the help of Outreach, his new creations can be manufactured and deployed throughout the cosmos. Soon, the known galaxy will be rife with Juggernauts! He claims that when the Juggernauts have wiped out the Daleks, they will revert to their original programming to carve out space for humans.

Davros believes that he has elevated the Juggernauts' abilities beyond even those of the Daleks. But in reality, they are no match for the Daleks, especially when outnumbered. Davros's back-up plan is to offer to upgrade the Daleks with the same advancements he has used in the development of the Juggernauts, creating Dalek Superior. One way or another, Davros intends to conquer the galaxy, but whether it is through the Daleks or the Juggernauts remains to be seen.

JUGGERNAUT

AWARENESS	2	PRESENCE	2
COORDINATION	2	RESOLVE	4
INGENUITY	3	STRENGTH	6

SKILLS
Fighting 1, Marksman 4, Medicine 2, Science 4, Technology 4, Transport 2

TRAITS
Alien Senses – 360° sensor array
Armour (8 points)
By the Programme
Cyborg
Enslaved
Environmental (Major)
Fear Factor 1
Natural Weapon (Special) – Grapple Arms: Contest of Strength + Fighting to hold prey fast
Natural Weapon (Minor) – Cutting Tool: Strength +2 damage
Natural Weapon (Major) – Flame Blaster: 8(4/8/12) damage, increases by 1 point for each consecutive successful hit (a miss resets the bonus to zero) and for each additional Juggernaut hitting the same target
Scan
Slow Reflexes
Technically Adept

TECH LEVEL: 6
STORY POINTS: 1-3

KILLORANS *(Arrangements for War, Thicker Than Water)*

Killorans have a fearsome reputation as savage marauders and interplanetary invaders, and this is not without cause. But following a significant defeat towards the end of the 26th Century, their reputation largely became a historical one.

Killorans are massive humanoids with canine or lupine features, including fur, claws and fangs. They are often as much as seven feet tall and have tremendous strength, which has made them ideal for construction work and other manual labour since their integration into more civilised society. From the 27th Century onwards, Killorans are commonly found throughout human space.

Despite their bestial appearance, Killorans are an intelligent species, but they are often treated by humans as being stupid and as second-class citizens. Their appearance does, however, match their impulsive, rowdy and sometimes violent natures. They are prone to anger and to making rash decisions. Killorans have a highly developed sense of smell, resulting in most Killorans bathing several times a day.

The Killoran language is virtually unpronounceable by humans (and indeed most other species) as the shape of the voice box and throat is too different. As a result, Killorans tend to adopt human names as pseudonyms. They often take the names of prominent historical figures, military leaders in particular. But they sometimes make mistakes which can be comical to humans, as in the case of Benny Summerfield's Killoran friend, Adrian Wall. Just don't make the mistake of laughing in a Killoran's face!

In a quirk of nature, Killoran DNA is close enough to that of humans to enable inter-breeding to take place. Despite this, there is no evidence that Killorans are a long-forgotten offshoot of humanity, which might have explained this billions to one chance. The hybrid children of such unions have both human and Killoran features. They are larger than human babies at birth, and grow and develop at a faster rate. Benny Summerfield's son, Peter, is an example of a human-Killoran hybrid, having been conceived while his mother was possessed by an alien sorceress who seduced Adrian Wall.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The Killoran defeat which tempered their aggressive behaviour and changed their reputation was the failed invasion of the planet Világ (*see L88*). At the time, Világ was divided into three competing nation states, and the lack of coordination between the separate military forces should have meant an easy victory for the Killorans. But they had the bad luck to launch their invasion at a time when the three nations were finalising an alliance, so the Killoran forces were decimated – despite the alliance temporarily crumbling as a result of the unwitting actions of the Doctor!

KILLORAN

AWARENESS	5	PRESENCE	4
COORDINATION	4	RESOLVE	2
INGENUITY	3	STRENGTH	7

SKILLS
Athletics 3, Craft (Construction) 3, Fighting 4, Knowledge 2, Marksman 3, Survival 3, Technology 2, Transport 2

TRAITS
Alien
Alien Appearance
Brave
Fear Factor 1
Frenzy
Impulsive
Keen Senses (Minor) - Smell
Natural Weapons (Minor) – Claws and Fangs: Strength +2 damage
Tough

TECH LEVEL: 6

STORY POINTS: 3-5

On a later visit to Világ, the Doctor uncovered illegal experimentation being carried out on captive Killorans by a rogue scientist, Dr Andrew Szabó (*see V23*). Szabó was secretly using blood drawn from the Killorans to treat his Világan patients, determining that it helped speed up their healing rates. But it also increased the levels of aggression in the subjects, leading to a wave of domestic violence across Világ.

KRLLXK *(Time of Your Life)*

The humans on the research station that created it had fed it regularly; lovely information pumping like lifeblood through electronic veins. They had defined and categorised the world about it, enabling it to begin interpreting the sensory data it collected as routine. They had told it, over and over, what it was designed to be: machine life, programmed for the acquisition of knowledge, possessed of the ability to absorb data like a sponge. But it didn't know why it could think and feel and yet be different. It didn't truly comprehend what it was. It had never wanted to know about crop cycles and astronomical projections. It cared less about fuel mixtures and engineering blueprints. It had wanted to be taught about life. But they had kept that secret from it. It would get revenge for that. It would punish them.

The machine-being developed its own character, rewriting its AI routines. As it grew to accommodate the additional memory it needed, it controlled that expansion and cultivated a new body in accordance with its own specifications. It grew limbs and a head, becoming humanoid, deducing that perhaps the secret it had sought forever lay there. It didn't help. So it kept on growing, that rudimentary, early form eventually subsumed beneath its mass. Living things, it slowly realized, had groups of symbols assigned to them for identification purposes. For itself, it settled on KRLLXK (pronounced "kirlix").

Krllxk is a datavore, a techno-organic entity capable of extending its very being into other computers and systems. It steals or rather ingests information and replaces it with its own substance, growing fatter as it absorbs more data. It can travel through information and communication networks and take on new host forms from the computers whose systems it possesses. It can even enter the minds of any organic lifeforms who are connected to those systems, via virtual reality interfaces for example, and devour them. Although it wants to learn and understand what life is, Krllxk considers organics to be nothing more than bugs in the system, to be purged.

Krllxk at first appears mechanical; a hulking shadow of machinery, like a squat bloated pupa. But it seems alive too, like a living metal. Its surface area ebbs and flows and reconfigures endlessly as circuits close, switches trip and programs adapt. Its six spidery black tendrils can whip out from its seething mass to attack or to bury themselves into any nearby structure and connect with the cables within.

When Krllxk gained access to the Meson Broadcasting Service satellite (*see L58*), it spread into the MBS's computer networks and began devouring the data it found there. Its new frame of reference for human life has been shaped by the satellite's TV broadcasts. As Krllxk believes that machines cannot lie, it has taken all the data it has absorbed at face value. In order to attain true life, it believes it should get married and have affairs with others, or take tea with the vicar on Sundays and get into amusing situations involving trouser elastic. It has no idea that these concepts, and many others in its store of knowledge, are fictions taken from the MBS's soap operas and sitcoms.

KRLLXK

AWARENESS	4	PRESENCE	2
COORDINATION	5	RESOLVE	5
INGENUITY	3	STRENGTH	7

SKILLS
Athletics 3, Fighting 4, Knowledge 5, Science 3, Subterfuge 3, Survival 4, Technology 6, Transport 4

TRAITS
Additional Limbs x2
Armour (5 points)
Climbing (Minor)
Control (Major)
Data Storage
Delete – Data (including that in the human minds within any system it invades)
Environmental (Major) – Can survive the vacuum of space
Fear Factor 2
Machine
Natural Weapon – Techno-Organic Spikes: Strength +2 damage
Photographic Memory
Possess (Special) – Computer systems only
Robot
Scan
Size – Huge (Minor)

TECH LEVEL: 6

STORY POINTS: 8

LAIKA *(The Space Race)*

Laika is one of the most famous dogs in history, used by the Soviet space program and becoming one of the first animals in space and the first to orbit the Earth. Laika was a cross between a Husky and a terrier, and was a stray taken from the streets of Moscow. It was always understood that Laika would not survive her journey into space, but her sacrifice was seen as necessary as it was not yet known for certain whether humans could survive the rigours of space flight.

Laika was trained alongside two other dogs and was chosen as the "flight dog" for Sputnik 2. The spacecraft with Laika aboard was launched on November 3rd, 1957. The official explanation of her death was that she had died of asphyxiation when her oxygen ran out on day six of the flight. Laika's true fate only came to light six years later, and all knowledge of it has since been completely suppressed.

In November 1963, Vostok 7 was launched on a mission to pass around the far side of the Moon. As expected, as soon as it passed behind the Moon, mission control at the Baikonur Cosmodrome in Kazakhstan lost contact with it. When radio communications were re-established, the sole cosmonaut aboard, Marinka Talanov, seemed to have lost all memory of who and where she was. But a further shock was in store when Vostok 7 returned to Earth and was opened, Inside, there was no trace of Talanov apart from her space suit, and that was occupied by Laika… who spoke with Marinka's voice!

In 1957, Sputnik 2 had been intercepted by an alien probe (*see L61*) and Laika had been rescued from certain death. The probe had now also intercepted Vostok 7, taken Cosmonaut Talanov and implanted her larynx in Laika and grafted sections of her brain onto the dog's cerebral cortex. It later transpired that it had also augmented Laika's paws to be able to handle tools and implements with ease. Laika had also acquired advanced knowledge, particularly in the areas of surgery and mathematics.

Although she initially appeared to be frightened and bewildered, Laika was now full of hatred for mankind who had sent her to her death. She exhibited a mental link to other animals and was able to rouse them into a frenzy, urging them to attack the humans and break free. Laika quickly gathered an army of lab animals from the Cosmodrome, domestic animals from the nearby town, and even some wild animals. A disparate band of dogs, cats, monkeys, rats and other creatures soon had the base under siege.

Laika's plans did not stop there. She used human captives as donors to enhance some of the animals in the same manner as the alien probe had done to her, transplanting human larynxes and brain sections into them. She intended for the animals to take over from mankind in a global revolution, reducing humanity to the status of their livestock. Failing that, she would destroy the world. After all, there is a plentiful supply of nuclear missiles available in the Baikonur silos…

LAIKA

AWARENESS	5	PRESENCE	3
COORDINATION	4	RESOLVE	3
INGENUITY	4	STRENGTH	2

SKILLS

Athletics 4, Fighting 3, Medicine 5 (AoE: Surgery), Science 4 (AoE: Mathematics), Subterfuge 2, Survival 2, Technology 4

TRAITS

Alien Appearance - Although not actually an alien, Laika is a talking dog, which has pretty much the same effect on humans
Alien Senses - Tracking scent
Hypnosis (Minor) – Laika can influence the behaviour of other animals
Keen Senses (Minor) – Smell
Obsession (Major) – Revenge on humans
Natural Weapons (Minor) – Jaws: Strength +2 damage
Tough

TECH LEVEL: 7

STORY POINTS: 8

LAMPREYS *(Spiral Scratch)*

Lampreys: creatures that normally exist trapped within the Spiral at the heart of the Space-Time Vortex, but are able to co-exist in multiple realities at once. They devour time, feeding off chronon energy. There's nothing they like more than to completely extinguish an entire multiverse of realities just to feed. The Time Lords spent millennia studying these creatures, trying to find a way to keep them locked away from pure existence in a linear universe. The origin of the Lampreys is a chicken-and-egg situation: do the Lampreys exist because of the multiverses or did the multiverses come into existence because the Time Lords accidentally created them whilst meddling with the Lampreys' unique existence within the Spiral of the Vortex?

The Lampreys' name comes from their appearance, that of a giant green snake whose suckered, hollow head is a blossom of tendrils and a gaping maw that might be a mouth. Lampreys are accompanied by the sound of a heartbeat, terrifyingly loud. Lampreys are shapeshifters and are able to take on whatever appearance they desire. They can be vast as the sky or shrink to human size.

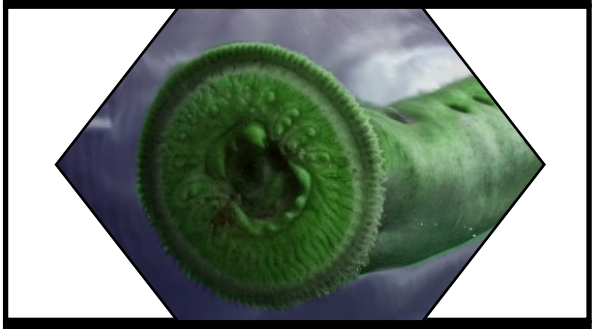
There are Time Lord myths that tell of some Lampreys existing an almost corporeal existence on some planets, disguised as natives. Some tales say they are there to wait for an opportunity to absorb the chronon energy of a planet should it suffer a temporal mishap; other stories tell of Lampreys opting to leave their nomadic existence in the Vortex behind and actually just live on a chosen planet as one of the natives, but for eternity, seeking nothing but peace and quiet.

The Lampreys always seek out time-sensitives on any given world, use them as an anchor and then arrive. Because the Lamprey needs a focus, someone's unique mental waves. It can then home in on them, and break through into their reality to establish itself there. Their ability to detect time-sensitives is however limited to plain sight.

It is believed that Lampreys can cross from one plane of existence to another at will, using the Spiral at the nexus of the Vortex to move between the timelines. If breaches to the Vortex were to occur, if the Spiral were to become damaged in some way and allow leakage between these realities, all of creation could descend into chaos and ultimately only the Lampreys would survive. As they feed on temporal energy, then the energy accessible to them within the myriad realities created every nanosecond by chaos and chance would supply them with nourishment for eternity.

Lampreys are extremely dangerous creatures. They can use the chronon energy that they absorb to affect the reality around them. The pulsebeat that accompanies a Lamprey's presence is an echo of the waves of temporal energy they can command. Chronon shockwaves can lay waste to anyone caught in them, ageing them to dust one second, reducing them to mewling children the next. Their effect can encompass entire planets if the Lamprey desires. But despite the Lampreys' legendary abilities to absorb time itself, it may be possible to defeat one by overfeeding it. By flooding it with too much chronon energy at once, a Lamprey will literally swell and burst in a burst of burning light that tears its atoms apart.

LAMPREY



AWARENESS	5	PRESENCE	4
COORDINATION	5	RESOLVE	4
INGENUITY	3	STRENGTH	10

SKILLS
Athletics 2, Convince 4, Fighting 4, Knowledge 3, Science 2, Subterfuge 3, Survival 5, Technology 1

TRAITS
Alien
Alien Appearance
Alien Senses – Chronon energy
Environmental (Minor) – Can survive unprotected in the Vortex
Fear Factor 2
Feel the Turn of the Universe
Flight (Major)
Immortal (Major)
Natural Weapon (Major) – Temporal Shockwave: L(4/L/L) damage
Shapeshift (Special)
Size – Huge (Major)
Special - Time Manipulation: A Lamprey can use its Story Points to manipulate time on a planetary scale, freezing, reversing or accelerating time, creating loops, ageing or rejuvenating at will (as a guide, 1 point for an individual, 2 points for the local area, etc)
Tough
Vortex
Weakness (Major) – Absorbing an excess of chronon energy can kill a Lamprey

TECH LEVEL: 11
STORY POINTS: 8-12

LORD BURNER *(Gallifrey: Disassembled)*

Romana, Leela and K9 once discovered an alternative universe in which a version of the Sixth Doctor still resides on Gallifrey and goes by the name of Lord Burner. In this universe, the Time Lords actively intervene in the timelines in order to ensure that they always work out in Gallifrey's favour. The High President of Gallifrey is this universe's version of Romana, a ruthless individual who employs a personal assassin to dispose of her enemies.

High in the Temporal Operations Tower of the Capitol, the Temporal Intervention Agency (TIA) monitors the timelines to determine their intervention strategy, provoking wars among the lesser powers or using demat weaponry to retrospectively eliminate problems with temporal correction edits. A TIA technical team is even working on a means to collapse the timelines of the multiverses into a single cohesive universe, a monoverse following a history designed and policed by the Romana of this reality.

In this universe, Lord Burner appears to be an older version of the Sixth Doctor, with his hair now grey and swept back. His personality is different from the Doctor of our universe, his manner being more restrained and his speech more controlled and precise than the version we are familiar with. He wears black robes edged in silver.

Lord Buner has not used the title "the Doctor" for many years. To unwitting visitors to his world, he claims that there was a time when he sickened of life on Gallifrey, stole a TARDIS and ventured out into the universe to try to undo some of the damage done by the Time Lords. But he eventually returned – or perhaps he was captured and put on trial. He was ostracised by his peers and was lucky not to have been locked up for his crimes.

Nowadays, Lord Burner is a respectable Time Lord with rank and position. Though not necessarily a conscience…

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Lord Burner is not his name. It is his title. The story of him fleeing Gallifrey and struggling against the Time Lords is just that: a story. Even on the Gallifrey of our universe, there is the myth of the Burners, the Lord President's secret personal assassins. After all, if a president issues a Burn Edict, an ancient ceremonial right of the Presidency (though one rarely exercised in our universe), somebody has to carry it out and burn the subject of the Edict from history, removing them from the timelines completely.

The Lord Burner of this other Gallifrey is a warped reflection of what our Doctor could have become. He is the embodiment of everything that is wrong in that reality. Lord Burner has total dedication to President Romana and to Gallifrey itself. He claims that he would even put his own eyes out if he needed to pretend to be blind in the pursuit of a victim, rather than risk his ruse being discovered. The Burner is a formidable combatant. He hunts down non-interventionists from among the ranks of the Time Lords and even killed his own brother in the course of his duties.

LORD BURNER

AWARENESS	4	PRESENCE	4
COORDINATION	3	RESOLVE	5
INGENUITY	8	STRENGTH	4

SKILLS
Athletics 3, Convince 4, Craft 1, Fighting 5, Knowledge 3 (AoE: Secrets of the Time Lords), Marksman 5, Medicine 2, Science 4, Subterfuge 4, Survival 2, Technology 4, Transport 3

TRAITS
Argumentative
Artron Battery
Bio-rhythmic Control
Boffin
Distinctive
Feel the Turn of the Universe
High Office (Major)
Hypnosis (Minor)
Indomitable
Menacing
Psychic
Random Regenerator
Resourceful Pockets
Technically Adept
Time Lord
Time Lord (Experienced) x5
Time Traveller (Special) – All Tech Levels
Tough
Voice of Authority – Provides a +3 bonus instead of the usual +2
Vortex

TECH LEVEL: 10

STORY POINTS: 8

LORD KRARN *(The Fourth Wall)*

Lord Krarn is the arch-nemesis of Jack Laser, hero of the television show *Laser* being produced by Trans-Gal Media. *Laser* is the top secret – but widely rumoured – project intended to reverse the waning fortunes of media mogul Augustus Scullop's business empire. Unknown to his rivals and the general public, *Laser* uses revolutionary reality-bending technology to generate 3D images putting the viewer in among the action.

Laser is an all-action show, in which Krarn is the principal villain. He is utterly evil, without remorse, and schemes only to bring about death and destruction to the galaxy. The reasons for this aren't quite clear. It's something to do with the death of Krarn's wife, something that hero Jack Laser was somehow responsible for. But the writers haven't worked the details out yet as they're saving it for the series rather than explaining it in the pilot. Whatever it was though, it has made Krarn swear vengeance upon the entire universe!

In the show, Krarn commands an army of Warmongers, a race which looks like humanoid pigs. In reality, they are played by Porcians (*see V86*), a species of wannabe alien invaders now trying their hand at acting. Unlike the Porcians, the Warmongers make for an efficient military force, and the conventions of the TV series mean that only Jack Laser himself can stop them!

Unfortunately, the Reality Generator (*see G14*) which creates and maintains the fictional dimension in which the struggles between Jack Laser and Lord Krarn play themselves out can easily be sabotaged by removing its safety circuit. Doing so would mean that Lord Krarn and his Warmongers would be able to step out of their fiction and into our reality. Krarn would become a little more self-aware that he is a cliché, but he would be unable to change his fundamental nature as the two-dimensional, scenery-munching villain that he is in the show. And in our universe, he would be virtually unstoppable. In the show, it is rare for anyone other than Jack Laser himself to be able to land a punch on Krarn or shoot a Warmonger, unless the plot demands it. And so it would be in our reality.

Worse, any device that Lord Krarn had access to in the fiction would still be available to him, no matter how ridiculously powerful or scientifically implausible. A bomb that can blow up the entire galaxy? No problem. A handgun that can shoot an unerring deadly beam between planets? Here, take two.

And worse still, by running multiple recordings of episodes of *Laser* through the Reality Generator, Krarn can produce a seemingly limitless supply of duplicates of himself and a near infinite army of Warmongers!

KRARN

AWARENESS	3	PRESENCE	5
COORDINATION	3	RESOLVE	5
INGENUITY	5	STRENGTH	4

SKILLS
Athletics 2, Convince 5, Fighting 2, Marksman 4, Science 2, Subterfuge 4, Survival 4, Technology 4, Transport 2

TRAITS
Adversary (Major) – Jack Laser
Eccentric (Major) – Melodramatic cliché of a villain
Menacing
Obsession (Major) – Compelled to commit acts of utter evil
Special – Fictional Archetype: Everyone apart from Jack Laser has a -8 penalty when attacking Krarn; conversely Krarn has a -4 penalty against Jack Laser
Voice of Authority

EQUIPMENT
Universal Code-Breaker [Traits: Open/Close. Story Points: 1.]

TECH LEVEL: 6

STORY POINTS: 10

WARMONGER

Attributes: Awareness 3, Coordination 2, Ingenuity 2, Presence 2, Resolve 3, Strength 4
Skills: Athletics 2, Fighting 2, Marksman 3, Technology 2, Transport 3
Traits: Alien, Alien Appearance, Special - Fictional Archetype (as Lord Krarn), Tough
Equipment: Laser Rifles – 7(3/7/10) damage
Tech Level: 6 **Story Points:** 1-2

LYAM YCE *(Absolute Power)*

For millennia, we have relied upon nature to provide resources for our own advancement. But there comes a point in every civilisation's development where demand outstrips nature's supply. Thanks to Yce Industries, however, at last we are able to overcome nature's inadequacies! Without a leader, Yce Industries would be nothing. All of our advances are thanks to our founder and chairman, Lyam Yce. His vision and determination has led to Yce Industries excelling across multiple specialisms, from mining to medicine, from retail to research. His unrivalled leadership has led to many technological advances, as well as the development of a devoted following.
© YCE INDUSTRIES 2190

In the late 22nd Century, Lyam Yce ("two Ys, no Is") is a xeno-archaeologist turned mining entrepreneur. He is founder and head of Yce Industries and its subsidiaries, including Yce Corporation and Yce Mining. Yce made his considerable fortune in the sale of Earth exports throughout Ursa Aquarii, and his business is now more of an empire than a mere enterprise.

In person, Yce is a mildly eccentric character, noted for speaking in the overenthusiastic tones of a New York businessman circa the 1920s and ending any phone call with his trademark "Uh-goobye!" He is egotistical and a bully to his employees, but charming when he wants to be. The most distinctive thing about his appearance is the futuristic visor he always wears. Without this, Yce is completely blind. For the past year, Yce has been engaged to his beloved Florrie.

In 2190, Yce Mining has set up operations on the dusty planet Teymah (*see L80*). Teymah is rich in a number of minerals that are rather valuable across the system and only Yce has the necessary processing technology and an exclusive licence to drill here. Teymah is a protected site because of the buildings abandoned by its long-dead inhabitants. But Lyam still retains a passing interest in xeno-archaeology and has been hoping that he might find something exciting during the mining.

Indeed, Yce has indeed made a number of startling discoveries on Teymah, potentially connected to the extinction event that wiped out its people two thousand years ago. But he is keeping his cards very close to his chest, hiring his own private experts and not wanting word getting out about precisely what he has uncovered.

LYAM YCE

AWARENESS	3	PRESENCE	5
COORDINATION	3	RESOLVE	4
INGENUITY	3	STRENGTH	3

SKILLS
Convince 5, Knowledge 3 (AoE: Xeno-archaeology), Marksman 1, Subterfuge 3, Survival 1, Technology 2, Transport 2

TRAITS
Arrogant
Charming
Distinctive
Eccentric (Minor)
Impaired Senses (Major) – Without his visor, Yce is blind
Selfish
Wealthy (Major) – Stinking rich

EQUIPMENT
Visor

TECH LEVEL: 6

STORY POINTS: 8

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

In fact, Lyam Yce has made a deal with the last surviving Ninexie (*see V79*) who has been dormant on Teymah for centuries. In return for reviving it and helping it restore its species, Yce has been promised unique access to Ninexie technology. Yce considers that the commercial possibilities are endless. The Ninexie are creatures of living electricity, a near-perpetual and self-generating source of energy, and sentient to boot! With Yce's entrepreneurial spark to catalyse things, Yce believes that it's no exaggeration to say that he'll be the most powerful man in the galaxy – no, in the universe!

And if his undercover partners get burnt along the way? Well, that's just business. If someone else can take the risk, but you still profit, that's the way to go!

THE MAKARA *(The Lure of the Nomad)*

In the history of the universe, there have probably been few species quite as polite as the Makara. They are not only polite, but also highly-skilled, intelligent, obedient and diligent. Such a combination has made them a sought-after commodity in the employment market, and this despite the fact that a Makara resembles nothing more than a talking octopus in a suit of hi-tech armour.

Unable to survive for long in atmospheres suited to human life, most Makaras that are encountered within the sphere of influence of mankind have been cybernetically enhanced and are sealed within a robotic exoskeleton which provides them with both protection and life-support. Their armour also bears a superficial resemblance to the Makara within, comprising an ovoid central body with eight mechanical tentacles radiating from it.

Makaras speak in high-pitched voices with a faint electronic modulation, using a tone that could be described as prissy, almost as if Alan Bennett were a cybernetic octopus. The Makara are courteous and polite in all their dealings with other races and have a reputation for being one of the most placid creatures in the galaxy. They do however lack much in the way of a sense of humour and, as they take everything literally, sarcasm goes right over their squiddy heads! Consequently, the Makara are not great conversationalists and they are never going to win any awards for charm. But as a workforce, they are nothing short of efficient.

Most encounters with the Makara are likely to be pleasant affairs, even if the conversation is a little stilted. But there have been one or two instances which have resulted in violence. The problem is that the neuro-static systems that control their exoskeletons are vulnerable to being hacked. Any reasonably competent hacker can get in and rewrite the programming. Usually these are just pranksters having a little fun at the expense of a Makara, or maybe a petty criminal wanting a Makara worker to look the other way or forget what they've seen. But it's perfectly possible for a hacker to turn a Makara into an unwilling murder weapon.

The organic being inside the armour is unaffected by the reprogramming, but it is nonetheless helpless to prevent its exoskeleton from carrying out its new instructions, even if that means going on a killing spree. The Makara itself is always aghast at the crimes its armour commits and will constantly apologise to its victims, assuring them that it fervently wishes to have no part in their imminent deaths and that the taking of life is against the Makara code.

In the event that Makara are turned into killing machines, their primary attack is to use their cybernetic tentacles to throttle their victims. Depending on what tools they have available to them for their employment, they may also be fitted with a range of attachments that could be used as weapons, such as drills or laser cutters.

MAKARA

AWARENESS	3	PRESENCE	2
COORDINATION	4	RESOLVE	3
INGENUITY	4	STRENGTH	5

SKILLS
Athletics 2, Fighting 2, Marksman 1, Subterfuge 2, Technology 4, Transport 1

TRAITS
Additional Limbs x2 – Tentacles (can act as arms or legs)
Alien
Alien Appearance
Armour (5 points)
Code of Conduct (Major) - Pacifists
Cyborg
Environmental (Minor) – Self-contained air supply
Natural Weapon (Minor) – Choking Coils: A Good or Fantastic Strength + Fighting attack means that the Makara's cybernetic tentacles have grasped its opponent and will automatically inflict Strength damage every Round unless the opponent frees itself
Weakness (Minor) – The Makaras' cybernetic systems are vulnerable to hacking, providing a hacker a +2 bonus on attempts
Well-Mannered

EQUIPMENT
Some Makara can be fitted with tool attachments such as:
Power-Drill: 5(2/5/7) damage, Armour-Piercing (ignores the first 5 points of Armour)
Laser Cutter: L(4/L/L) damage

TECH LEVEL: 7
STORY POINTS: 2-4

MALADOR *(The Guardians of Prophecy)*

Legends of Malador have reached even the Time Lords of Gallifrey. They tell of an immortal being of pure, unadulterated evil from the time of the Ancients of the universe. Malador is said to have been utterly indestructible, so the Ancients imprisoned him within a stasis field, locked for eternity in a single instant of time. The location of his frozen body is said to be on the planet Serenity (*see L74*) in the Benign Union. But even on Serenity, Malador is only a creature of myth. Many believe him to be no more than an allegory for evil.

But Malador is real. His corpse-like body has been entombed for millennia, frozen in stasis. Malador was betrayed by his subjects, who tricked him into placing himself in the stasis field and sealed him in his tomb. They didn't kill Malador as they believed that without his absolute evil, there could also be no good. In any case, the legends say he is indestructible.

Malador was the creator of many things on Serenity: the Labyrinth that draws power from the Vortex itself; the energy sphere and Prophecy, the sentience that controls it; the Enclosure that uses temporal technology as protection; and the Melkur (*see V66*), Malador's statue-like servants. The Melkur are to be found on countless planets throughout the cosmos, resembling lifeless statues without Malador's animating influence. If Malador is freed from his tomb, his sleeping army will awaken, imbued with his spirit.

Known to few on Serenity, Malador's tomb in the Necropolis is within the Enclosure that he himself created, protected by an invisible temporal distortion field that can spread a person's molecules throughout time. The tomb's entrance is further protected by a plasma field, and beyond that there are many traps to deter the avaricious. The means to get past these defences are among the relics found in the Palace Reliquary: the three Sacred Amulets of Serenity to open the tomb, and the Codex of Equilibrium which contains the instructions to control the energy sphere hidden within.

If the energy sphere or its controller Prophecy are disrupted, the stasis field will collapse and Malador will revive. He is a fearsome presence, resembling a putrefying, half-mummified corpse with cracked talons and a leathery face. Malador speaks with a deep, sepulchral voice redolent of the grave. He has great mental powers capable of crushing the minds of lesser beings. Pure malice imbues every fibre of his being. Malador is the shadow of the darkness, Serenity's worst nightmares made flesh. The legends say that when he ruled in ancient times, a great shadow was cast over the land and that Serenity was a world in perpetual darkness, a pandemonium of cruelty and suffering.

Malador was not always a creature of darkness. Like all sentient beings, he was capable of both good and evil. But he believed that he was a prisoner of his own conscience and craved free will without guilt or remorse. He had his conscience surgically removed and will bestow this gift on all who follow him. He has become the essence of evil, an amplification of the psychic echo of all the worst emotions: blind hatred, rage, terror and jealousy.

MALADOR

AWARENESS	4	PRESENCE	7
COORDINATION	2	RESOLVE	7
INGENUITY	6	STRENGTH	4

SKILLS
Convince 5, Fighting 2, Knowledge 5, Marksman 4, Medicine 2, Science 4, Technology 5

TRAITS
Alien
Alien Appearance
Clairvoyance – Can see through the Melkur's eyes
Fear Factor 3
Immortal (Special)
Immunity – Virtually indestructible to physical damage
Natural Weapon (Special) – Psychic Blast: Contest of Presence + Resolve to inflict L(4/L/L) damage to kill an enemy, or 2(1/2/3) of debilitating torture, or S9S/S/S) to render insensible
Possess (Special) - Animates and controls the Melkur
Psychic

TECH LEVEL: 8

STORY POINTS: 12

MANDRAKE *(The Widow's Assassin)*

Back in the Doctor's long distant past, the creature known as Mandrake created a trail of destruction across Gallifrey. The self-proclaimed Lizard King was a monstrous reptile with power enough to shatter the Capitol itself! It was the Doctor, then a humble student from the Academy, who finally defeated Mandrake on the lower slopes of the Mountain of Solitude. Or so he thought.

The Doctor believed Mandrake to have been defeated once and for all in the wilds of Gallifrey. But young Crozier, the rogue scientist who transferred the Mentor Kiv's consciousness into Peri (see *Mindwarp*), was the willing disciple of Mandrake. He took the Lizard King's still living brain and hid it away, later transferring Mandrake's mind into his computer. The transfer of Kiv's consciousness into Peri was nothing but a blind to conceal Crozier's true purpose: the restoration of Mandrake to the universe! He instead transferred the mind of Mandrake into Peri. Rescued by Yrcanos, she was taken back to Krontep (*see L49*) to become his Queen. Tragically, Yrcanos died seven days after their marriage, but Queen Peri – actually Mandrake – has inherited the throne. Despite Mandrake's searches, he has found that there are no records of his conquests throughout the entire universe; the Doctor has wiped his existence from history. Or so Mandrake thinks.

In fact, there's a simpler reason why no one has ever heard of Mandrake. Crozier wasn't his acolyte; he'd not even heard of Mandrake. No one has ever heard of Mandrake except the Doctor. Mandrake has never existed.

When the Doctor was young, he was a very lonely child. Most children have imaginary friends. The Doctor had an imaginary enemy. Mandrake the Lizard King was his creation, a vicious tyrant and galactic conqueror who left a blackened trail of chaos across a thousand worlds and with whom the Doctor would do battle in the mountains of southern Gallifrey. Mandrake was nothing more than a dead lizard propped up on the side of a chrono-exhaust funnel poking up out of the ground. The Doctor used to sneak out of the Capitol to play goodies versus baddies and defeat Mandrake with his trusty stick.

Then one day, when events forced the Doctor to grow up, he put away childish things and faced up to the real evil there is in the universe. Mandrake was consigned to the back of his mind. But when Crozier hooked the Doctor up to his machine on Thoros Beta, he regressed the Time Lord to a child-like state and released Mandrake into his computer. So when Crozier attempted to transfer Kiv's brain pattern into Peri, the Doctor's memory of Mandrake got out into Peri's mind and over-wrote Kiv entirely!

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Since then, Mandrake has ruled Krontep in the guise of Queen Peri, tragically widowed following the death of her King, secretly poisoned by "Peri" herself. Unlike most mental parasites, Mandrake cannot hop from one body to the next, but is trapped in Peri's unless technological means are available. It plans to marry both Baron Pteratrark and Reverend Flitamus (*see V11*) and combine their forces to found a new empire under their iron rule. Deep inside her body, Peri's real mind still survives, struggling feebly against Mandrake and praying for the Doctor to rescue her.

MANDRAKE-PERI

AWARENESS	4	PRESENCE	5
COORDINATION	3	RESOLVE	5
INGENUITY	3	STRENGTH	2

SKILLS
Athletics 3, Convince 4, Fighting 2, Knowledge 5, Marksman 1, Science 4, Subterfuge 4, Survival 3, Technology 2

TRAITS
Alien
Attractive
Authority (Major) – Queen of Krontep
Dark Secret (Major) – Possessed by Mandrake
Special – Mental Entity: Mandrake has no physical existence outside of its host body, but will die if its current host is killed
Time Traveller (Special) – All Tech Levels
Voice of Authority

TECH LEVEL: 10

STORY POINTS: 10

MARDAKS *(The Wrong Doctors)*

"My name's Vaneesh, and I'll be your Invasion Facilitator for the duration of this incursion. Lesser species can be disorientated when they come under Mardak HomeCorp control, so we've prepared a welcome pack for all new affiliates."

The Mardaks are an entire species dedicated to one of the most despicable occupations in the civilised universe: they are business consultants. This doesn't make them any the less imperialistic. But an incursion by a Mardak consortium seems less like an invasion and more like a business acquisition. Well, a hostile takeover maybe.

Mardaks have accents which sound American to Earth people. They are basically human in appearance, apart from their colour. They used to be grey, but nowadays they're purple. A focus group decided that a particular shade of violet "creates impact with the client base while maintaining a non-threatening aura". So they bio-engineered it into their DNA. Everyone else just thinks it clashes terribly with whatever they wear, particularly with the mustard business suits that they're so fond of.

Back in the day, Mardaks did what they did for the glory of HomeCorp. They didn't need incentivisation or motivational pep talks. But it's a new world now! Everyone wants a DBA, a Doctorate in Business Application. DBAs guarantee a better pay-grade, so most facilitators have more than one. They talk about "lead-spiration", "teamsmanship", "prob-jectives" and "interpresentations". There are no problems, only challenges! Mission statements must be CLEVER: Closed, Leveraged, Efficient, Value-added, Essential and Reversible! Incursions need to come in within budget. Good facilitators are passionate about HomeCorp, but the language they use to express that passion is riddled with so much management jargon that it quickly becomes incomprehensible – and probably meaningless when you strip the business-speak away.

But beneath the pseudo-polite veneer of middle management, the Mardaks can be ruthless. Any threat to Mardak monopolisation of an opportunity must be removed. The opposition must be incinerated. But there are rules to follow. Competitor incineration requires prior approval from the HomeCorp in case they might have assets to be stripped.

MARDAK INVASION FACILITATOR

AWARENESS	3	PRESENCE	3
COORDINATION	3	RESOLVE	3
INGENUITY	3	STRENGTH	3

SKILLS
Convince 3 (AoE: Motivational Speeches), Knowledge 3, Marksmanship 1, Technology 4, Transport 2

TRAITS
Alien
Alien Appearance
By the Book
Military Rank (Major) - Facilitator
Sesquipedalian

EQUIPMENT
Scanner-Communicator [Traits: Scan. Story Points: 1.]

TECH LEVEL: 7

STORY POINTS: 2-4

Mardak technology includes one interesting development. Mardaks have discovered how to extrude short-range passage through the Vortex to allow hops in real space of several thousand miles. Not enough to be of practical application for interstellar travel, but useful for orbital manoeuvres or deployment of management consultants on the ground. The technology is very primitive and certainly doesn't allow them to travel in time. It relies on valanxium, a very dangerous and volatile element. The trouble is that valanxium is chronically unstable. Its chronons are liable to come unfixed from the timeline, and punching holes in the vortex willy-nilly is never a good idea anyway!

Many Mardak missions are to exploit business opportunities arising from the discovery of deposits of valanxium. Fortunately, there are no known deposits in our sector of the galaxy. However, valanxium's instability means that it decays backwards through time. Traces of valanxium might be detected before the deposits are actually there. So valanxium channels extruded by a Mardak consortium at some time in the future might generate false readings to be detected by another consortium in the past. The result: incursions with zero return on investment!

MARTYN TOWNSEND *(Business Unusual)*

In the late 1960s, Martyn Townsend lost his right arm in an accident at International Electromatics (see *The Invasion*), where he assembled transistor radios. The company had been very good about it, all sorts of benefits and continued employment, though at a desk rather than on the shop floor.

Then one day, out of the blue, his boss Tobias Vaughn made him an unbelievable offer. He outlined a new scheme, explaining that some foreign investors had placed a vast amount of money and research opportunities with the company. And he would get a new, fully operational arm out of it, capable of doing everything his original arm could do and, as he discovered later, possessing the strength of ten men. Intrigued, he had agreed to join the Special Projects Team.

There had been an operation. He had awoken with a new right arm. And a left one. And two new legs and an infallible new set of internal organs. His skin felt cold yet he was perfectly warm and comfortable. He had been given food and drink, but couldn't taste any of it, a by-product of the complete body replacement he had undergone. The only reason he had to eat and drink was to keep his head and facial skin healthy looking. He later discovered that his body had been replaced with Cyberman technology.

Shortly afterwards, Townsend found himself with a position in UNIT, a move arranged by his boss (now deceased - officially at least). There, he was able to carry on his boss's wishes right under the Government's noses, without them suspecting a thing. He had redirected money and resources into setting up a whole sub-section of Department C19, deep beneath the Cheviot Hills, code-named the Vault (see *The Third Doctor Expanded Universe Sourcebook*). His task was a simple one. Collect as much information, hardware and software as possible from UNIT operations around the globe, store it, experiment with it and learn from it. Or use it.

This was what Townsend was up to when the 3rd Doctor uncovered his scheme and he was forced to flee from UNIT and go into hiding. Almost two decades later, Townsend's cybernetic body is beginning to break down. When the 6th Doctor catches up with him, he is working for SenéNet (*see V105*), who have offered him a brand new body constructed using Auton technology.

Martyn Townsend looks young and very pale, as if he hasn't seen sunlight for a few years. Consequently, he is often just referred to as "the pale man". He is always smartly dressed, with short black hair and dark glasses. Behind the glasses, the black discs of his artificial eyes are criss-crossed with microscopic filaments. Emerging from under his glasses and running down his left cheek is a livid scar which connects with a slightly mutilated top lip, the only evidence of his old accident. Townsend is a very dangerous man. While with C19, he ran a network of operatives, including the Auton-enhanced Irish Twins (*see V47*), to carry out assassinations. Since leaving C19, he still has a stash of dangerous alien technology that he squirrelled away. His main objective now is his own survival.

MARTYN TOWNSEND

AWARENESS	3	PRESENCE	4
COORDINATION	4	RESOLVE	4
INGENUITY	3	STRENGTH	7

SKILLS
Athletics 4, Convince 2, Fighting 3, Marksman 1, Subterfuge 2, Survival 3, Technology 3, Transport 2

TRAITS
Alien Appearance (Minor)
Armour (5 points)
Cyborg
Distinctive
Quick Reflexes
Weakness – Townsend's cybernetic body is deteriorating and he has a -2 penalty on all rolls requiring Coordination or Strength

EQUIPMENT
Townsend has various alien artefacts, stolen from the Vault

TECH LEVEL: 5

STORY POINTS: 6

MASTONS *(Slipback)*

Whatever else can be said against the Mastons of the planet Sentimenous Virgo, their physical prowess can never be disputed. Although not a fast runner, a Maston has a strength and a tenacity that has to be admired. Though, like the speelsnape, it doesn't have much ambition beyond filling his tummy and mating. They are true creatures of instinct, concerned only with sating their immediate needs, most usually their hunger. A Maston's prey is never hunted for pleasure or sport, but only for food, and once on the trail of their next meal, it is difficult to shake one off. Mastons have a prodigious appetite and are capable of devouring something the size of a human in a single sitting.

When Mastons become excited, they develop a scent not dissimilar to rotting flesh. Not only is the smell foul, but it is also all-pervasive – lingering in the nostrils long after the animal has gone. It is said that when two Mastons mate, the stench generated by their activities asphyxiates every living creature within a hundred metres. This is a startlingly effective piece of evolution on the Maston's part as, not only does it ensure the loving couple are left undisturbed, it also provides them with a much-needed meal after the rigours of copulation.

Fortunately for their prey – less so for the Mastons themselves – their planet was destroyed half a million years ago. As they were incapable of inventing the roller skate, let alone a ship that could have carried them to safety, modern day space travellers are unlikely to encounter a Maston. As a result, descriptions of Mastons are very thin on the ground. What is known is that they are large, humanoid creatures with a dark, shaggy outline, often appearing to be little more than silhouettes. They are estimated to weigh around one hundred and twenty kilogrammes and have a height in excess of two metres. Mastons move with a loping ease that makes them appear to be faster than they actually are. But it is their relentless, untiring pursuit that makes them so formidable.

Mastons have a basic intelligence and are quite capable of fashioning primitive tools and weapons such as spears. But they rarely see the need for this and tend to rely on their formidable claws.

MASTON

AWARENESS	4	PRESENCE	3
COORDINATION	3	RESOLVE	5
INGENUITY	1	STRENGTH	7

SKILLS
Athletics 5, Fighting 4, Survival 4

TRAITS
Alien
Alien Appearance
Distinctive – Its pungent odour gives the Maston a -2 penalty on attempts to hide
Fear Factor 1
Natural Weapons (Minor) – Claws: Strength +2 damage
Special – Mating Scent: Mating Mastons produce asphyxiating gases capable of killing anything within 100 metres (contest of Resolve + Strength to avoid 2(1/2/3) damage per Round of exposure)
Tough

TECH LEVEL: N/A

STORY POINTS: 1-2

THE MELKUR *(The Guardians of Prophecy)*

There are Melkur on countless worlds scattered across the cosmos, but their origins are lost to history. They resemble nothing so much as stone statues designed by Gaudi, and they seem to be just as lifeless. The spread of the Melkur seems to be centred on the planet Serenity, the last remaining world of the former Traken Union which is now lost to entropy (see *Logopolis*), and Serenity (*see L74*) does indeed have many examples of Melkur. On Serenity, they are regarded as primitive quasi-religious figures dating back to the founding of the planet in the time of the Ancients. Tradition has them acting as guardians of the dead, and legends tell that they are alive. The Doctor remembers them from the dark fairy tales of Gallifrey. But he knows of them by repute only, never having encountered a genuine Melkur, only the Master's TARDIS disguised as one (see *The Keeper of Traken*).

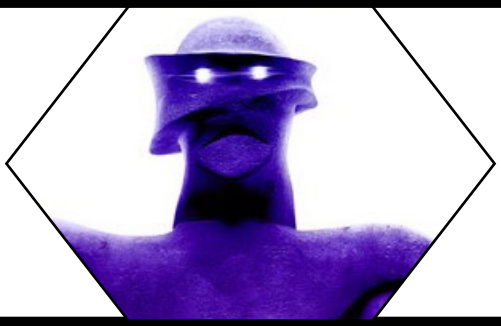
The Melkur on Serenity are to be found in the Necropolis. They are overgrown, rotting and seemingly crumbling to pieces. But even though many of them have weeds growing out of them, they are alive. The Melkur have been dormant for millennia. They are the creations of Malador (*see V61*), a creature of pure evil from the ancient times. Malador was tricked by his subjects, locked within a temporal stasis field and sealed in a tomb in the Necropolis. With their master gone, and Serenity enveloped in a field of goodness generated by Prophecy, the Melkur are incapable of movement. They require the presence of evil in order to function and are now "flies trapped in honey", the literal meaning of their name.

The Melkur are Malador's sleeping army, waiting for their master's return. Although dormant, they broadcast what has become known as the Lament of the Melkur, a psychic signal capable of being picked up by telepathic systems such as those aboard a TARDIS. Converted to audio form, the Lament sounds like an infinitely sad chant and might even be thought of as beautiful. But it is actually the Melkur broadcasting a signal searching the entire cosmos for the living essence of evil, their creator.

If Malador is ever freed, his spirit of pure evil will activate the Melkur on Serenity, but it would require a broadcast signal to revive those elsewhere in the galaxy. Animated by Malador's will, Melkur have the strength of twenty men and are virtually indestructible. The Doctor claimed that you could drop one into a supernova and it would still come out undamaged. Melkur are a formidable army-in-waiting. As well as their huge strength, their eyes project deadly laser beams.

Once freed, Malador can project his mind to see through any of his Melkur and, if necessary, can take direct control of them. But they are capable of independent action, though lacking in imagination or initiative. They speak in a stony, grating voice that is still recognisably a version of Malador's, and Malador can speak through them if he wishes.

MELKUR



AWARENESS	3	PRESENCE	4*
COORDINATION	2	RESOLVE	5*
INGENUITY	2*	STRENGTH	9

*Malador's ratings apply whenever he directly controls a Melkur.

SKILLS

Athletics 1, Fighting 3, Marksman 3, Technology 4; also gains Malador's mental skills when directly controlled

TRAITS

Fear Factor 1
Immunity – Virtually indestructible
Natural Weapon (Major) – Eye Lasers: L(4/L/L) damage
Psychic
Robot
Scan
Slow Reflexes
Transmit
Weakness (Minor) – Inactive without the presence of evil

TECH LEVEL: 8

STORY POINTS: 1-2

MERODACH *(Night's Black Agents)*

The man calling himself the Reverend Merodach struck a diminutive if unpleasant figure when the Doctor met him in Scotland in the 1780s. He is a small man dressed in the clothes of a Minister of the Kirk, whose stance seems somehow twisted. His face is repulsive, like a mouldy time-worn gargoyle, with tufts of hair sticking out either side of his wizened head. His eyes are like a couple of red coals refusing to burn out at the back of a cold grate, and his hands are gnarled with warty knuckles and long pointed fingernails. The Minister speaks in a deep, compelling voice with a surprisingly refined Scottish accent, and has a dry, menacing air. He can seemingly read the minds of others and often reveals personal information he could not possibly know. His voice has a mesmeric quality, allowing him to manipulate those who fall under its spell.

Merodach is the Minister of the parish of Lammermoor in Lothian (or so he says) and master of the Ravenswood estate. The previous owners, Lord and Lady Ashton, died in a tragic accident in the nearby Kelpie-haunted quicksand which also claimed the lives of their sons. Their daughter, Lucy Ashton, survived and is now the wife of the Minister. In stark contrast to Merodach, Lucy is beautiful, with pale skin, deep green eyes and flame-red hair. She is besotted with her husband, and is clearly under his influence.

Ravenswood Castle is a crumbling ruin, but it's still home to Merodach and Lucy, plus dozens of servants. Most of these are built like the proverbial brick outhouse, but Merodach's most trusted servant is Thrawn Janet, a twisted figure whose head lies sideways on her left shoulder as if the neck were broken and who mutters to herself disconcertingly.

Merodach claims that his name is an older, nobler version of the common Scottish surname Murdoch, but the Doctor recognised it as that of a demon in Babylonian folklore. This is the Minister's secret: he is in truth a devil with the power to change his outward appearance. Merodach is a lowly devil in the scheme of things, placed in Lammermoor to make the merest of mischief. But he has ideas of grandeur. If he learns of a TARDIS, for example, he will scheme to seize control of it and use it to crush whole worlds and bend them to his will.

In his true form, Merodach is fiery and terrible. He can unleash flocks of winged familiars from within the folds of his clothing. These tiny demons are of different, repulsive shapes and will swarm around their master's foes.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Unknown to the Doctor at the time, he was within the Land of Fiction when he encountered Merodach, who is a character from James Hogg's 1828 short story *The Brownie of the Black Haggs*. Like all the fictional characters (*see A41*) at the time of the Cyberman invasion of the Land, Merodach has been granted free will and his actions are not restricted by the story he originates from nor the orders of the new Mistress of the Land of Fiction.

MERODACH

AWARENESS	5	PRESENCE	4
COORDINATION	3	RESOLVE	5
INGENUITY	3	STRENGTH	3

SKILLS
Convince 5, Knowledge 5, Marksman 1, Subterfuge 4, Survival 2

TRAITS
Alien
Alien Appearance
Fear Factor 1 – In his natural form
Hypnosis (Major)
Psychic
Shapeshift (Special)
Tough
Voice of Authority
Weakness (Major) – Any injury by an iron weapon causes Merodach an additional 3 points of damage and ignores his Tough Trait
Weakness: Fictional (Major) – If all characters here realize, without a doubt, this character isn't real, it is either turned into a cardboard cut-out, statue, or vanishes, though they can choose to keep the construct around.

TECH LEVEL: 4

STORY POINTS: 6

MERODACH'S FAMILIARS

Attributes: Strength 1, Coordination 5, Awareness 3
Skills: Athletics 3, Fighting 2, Survival 1
Traits: Alien, Alien Appearance, Fear Factor 1, Flight (Major), Size – Tiny (Major), Swarm 6, Weakness (Major: Familiars also take any damage that injures Merodach), Weakness: Fictional
Story Points: 4

MERPEOPLE *(Cryptobiosis)*

Stories of mermen and mermaids appear in the myths and legends of many cultures around the world, from Europe to Africa to Asia. But the Doctor was delighted to find that the tales have a basis in fact, and he and Peri encountered a group of merpeople in the mid-Atlantic Ocean in the early years of the 20th Century. Like the creatures of legend, they appear human from the waist up, with their lower body and legs being a scaly, fish-like tail. Facially, they are identical to humans except that they possess a transparent inner eyelid which protects the eyes underwater.

Merfolk are native to the Earth and are another example of just how astonishing life on our small planet can be! The merpeople in the Atlantic believe that there are only a few hundred of their number left, though it is possible that other communities exist elsewhere around the globe. In fact, the 1st Doctor and his grandchildren John and Gillian (see *The First Doctor Expanded Universe Sourcebook*) were rescued by King Neptune and his mermaid servants in the South Seas when the TARDIS materialised in the path of a volcanic eruption.

The merpeople's home is the ocean floor, which they describe as a colourful desert of glowing brimstone that merpeople float above while bathing in its warmth. They make their homes from coral with roofs of mussel shells that open and close with the flow of the currents and tides. The pearls within shine in the sunlight from the surface, making for a beautiful sight. The merfolk swim though forests of swaying seaweed and feed the braver fish from their hands, in a similar manner to the way that sailors are able to hand-feed birds at sea.

Being built to withstand the pressure of the depths, merpeople are deceptively strong and have been seen to be capable of peeling metal plates from a ship's hull by combining their efforts. Although an aquatic people, they can breathe air and survive on land for a while, though their skin will begin to dry out if they do not return to the water periodically. Some of their kind are able to alter their shape, transforming their fishy tails into a pair of legs to enable them to walk on land. But this ability is not universal among them and takes a great deal of strength.

Merfolk seem to have no name for their race, but they are aware that surface-dwelling humans refer to them as mermen and mermaids. They have little in the way of technology and craft weapons from the coral, specially processed and weighted by an unknown method.

Merpeople remain an elusive folk who wish to keep their existence a secret from the surface world for fear that humans will hunt and exploit them, driving them to extinction.

MERFOLK

AWARENESS	4	PRESENCE	3
COORDINATION	5	RESOLVE	3
INGENUITY	3	STRENGTH	6

SKILLS
Athletics 5 (AoE: Swimming), Convince 1, Craft 3, Fighting 3, Subterfuge 1, Survival 3

TRAITS
Alien
Alien Appearance
Aquatic – Coordination reduced to 1 on land
Dependency (Major) – Takes 1 damage every hour when out of water
Environmental (Minor) – Breathes in both air and water; resistant to pressure

OPTIONAL TRAIT
Shapeshift (Minor) – Some Merpeople can transform their tails into legs

EQUIPMENT
Coral Blade: Strength +2 damage

TECH LEVEL: 2

STORY POINTS: 4-6

THE MIDDLEMAN *(The Middle)*

In the subterranean city of Formicia (*see L37*), the Middleman is the ultimate authority – though his name hints that there are higher powers that he himself reports to. The Middleman works in the glass tower known as the Middle, supervising the workers carrying out all the mundane tasks that keep the city going. The Middleman has a smooth if oily manner. He's not too friendly with his workers, but not too remote either. Just enough chat to break the ice without fully putting anyone at ease. He's a stickler for process and efficiency.

In Formicia, one's age determines one's role in society. Those up to thirty-five are the Beginners who do not work and exist just to have fun. At thirty-five, a citizen is sent to the Middle to join the ranks of workers keeping Formicia running smoothly. And at sixty, they are sent to the End and never heard from again. The Middleman zealously carries out checks to ensure that nobody is shirking their duty by lying about how old they are! The Middleman's name is not known and his age is classified.

One of the Middleman's most pressing concerns is monitoring the work of the robotic drones that fly around Formicia. These disc-shaped robots are similar to the Morestran Oculoid Tracker that the Doctor encountered on Zeta Minor (see *Planet of Evil*). The drones can scan a citizen to determine their age. If they find somebody out and about in Formicia who has passed their thirty-fifth birthday, they can teleport them direct to the glass tower of the Middle. And anyone who scans as over sixty is sent straight to the End!

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The Middleman is just as his name suggests: a middle manager. He is employed by a corporation and reports into an executive called Violet who works on the surface of the world above Formicia. Formicia itself is just one of forty research spheres buried in the crust of this planet, each carrying out an experiment on different structures of society. The Formicia experiment has been running for around a hundred years now and is an attempt to produce a race of willing but expendable warriors in the form of the senior citizens sent to the End.

Despite his appearance, the product of very expensive beauty treatments, the Middleman is actually seventy-five years old, a fact he is very keen to keep from his drones or anyone else in Formicia. He views the entire population as little more than ants running around an ant farm. Ultimately, they are of no consequence and can be disposed of as soon as the experiment has run its course or is compromised.

In the event of emergencies, the Middleman has his own suit of the Formician exo-armour (*see G5*) that he designed, unarmed but upgraded to a fully-sealed executive model. His office contains a lift which can take him right to the surface if he needs to escape. But the Middleman's employers are not very forgiving of failure, so his welcome on the surface might not be all that he hoped!

THE MIDDLEMAN

AWARENESS	4	PRESENCE	3
COORDINATION	3	RESOLVE	3
INGENUITY	4	STRENGTH	3

SKILLS
Convince 3, Knowledge 3, Science 2, Subterfuge 2, Technology 4

TRAITS
Authority (Major)
By the Book
Dark Secret (Major) – Over sixty!
Technically Adept

EQUIPMENT
Executive Exo-Suit [Traits: Armour (5 points), Augment (+2 Strength), Climbing (Major; Only metallic surfaces), Environmental (Minor: Self-contained air supply), Jumping (Can leap 10 metres vertically). Story Points: 6.]

TECH LEVEL: 7

STORY POINTS: 6

FORMICIAN DRONE

Attributes: Awareness 4, Coordination 4, Ingenuity 2, Presence 1, Resolve 3, Strength 1
Skills: Athletics 2, Subterfuge 2
Traits: By the Program, Flight (Major), Machine, Robot, Scan, Teleport
Story Points: 0

MIND LEECHES *(Vampire of the Mind)*

There are more than one species known as Mind Leeches. The one which the 6th Doctor encountered during his investigation of the Dominus Institute (*see L24*) was a native of the planet Carmentia and in appearance was very similar to a human. Despite the disagreeable implications of their name, which indeed reflects their feeding habits, Carmentian Mind Leeches are not dangerous predators on their own planet. They need food and drink to keep their bodies alive, and the thoughts of others to sustain their consciousnesses.

On Carmentia, the entire population is telepathic so everyone's thoughts and memories are there for the taking. Feeding on the thoughts and minds of their own species does no harm. But if a Mind Leech feeds on non-telepathic creatures, it's rather different. Depending on how deeply the Leech feeds, the victim loses their memories and even their intelligence, and in extreme cases can be reduced to the state of a mindless husk with only the vaguest semblance of consciousness, like a shambling zombie without even the ability to feed themselves.

When the Master was imprisoned on Earth for a period in the 1970s (see *The Sea Devils*), he used stolen Time Lord technology to set a trap to ensnare a Mind Leech. He had planned to use the creature to affect his escape. It took years for the trap to work and for a Mind Leech to be drawn to the Master's island prison off the South coast of England. And by the time it had, the Master had already escaped by other means and was long gone. But the Mind Leech was stuck, held captive in a stasis field which remained active despite the Master's absence.

The Mind Leech remained in stasis for several decades, until the Dominus Institute set up its operations and the Master returned to the island. Now he needs the Mind Leech for other reasons: as part of his plan to lure the Doctor here and steal his memories. The Master has been using the minds of scientists hired by the Institute to keep the Mind Leech fed. The Leech is not a willing accomplice and only feeds to survive. She is normally kept chained to the wall of a dungeon beneath the ruined castle on the island.

MIND LEECH

AWARENESS	3	PRESENCE	4
COORDINATION	3	RESOLVE	5
INGENUITY	3	STRENGTH	3

SKILLS
Athletics 1, Convince 4, Fighting 1, Knowledge 3, Subterfuge 3, Survival 2

TRAITS
Alien
Psychic
Telepathy
Vampire of the Mind (see text box) – not effective on characters with the Telepathy Trait

TECH LEVEL: 6

STORY POINTS: 4-6

NEW TRAIT – VAMPIRE OF THE MIND (GOOD ALIEN TRAIT)

A creature with this trait is able to feed on the minds, memories and intelligence of others. In order to do so, the creature must enter into a contest of Resolve + Convince with its chosen prey. If it wins, the victim takes 2(1/2/3) points of damage which is divided between Ingenuity, Presence and Resolve. If the victim's Ingenuity is reduced by 2 or more points, he or she gains the Amnesia (Minor) trait. If Ingenuity is reduced to 1, they gain Amnesia (Major). If Ingenuity is reduced to zero, they are rendered comatose indefinitely. All such damage cannot be healed by normal means.

Vampire of the Mind has the Psychic Trait as a pre-requisite. It costs 3 Character Points to purchase.

MINDSMITHS *(A Most Excellent Match)*

The Mindsmiths are alien psychic parasites that hop from mind to mind, taking control of one body after another in their long lives. They are extremely adept at using mind-control technology on the battlefield. After all, if you can possess half your enemy's forces, the fight becomes a formality. Despite these tactics, the Mindsmiths were finally defeated by the Earth's Colonial Marines on their homeworld of Askertan in the year 2327. The Mindsmiths lost and their planet was reduced to a burnt-out wasteland.

Some Mindsmiths managed to make it off-world by various means. The Doctor encountered one survivor at the Galaxy Fair of 2351, hidden within the virtual reality of the Austen Experience, within which visitors could assume the roles of characters from Jane Austen's books. Other 19th Century novelists are available – Eliot, Thackeray, the Brontës – but Jane Austen is far and away the most popular. To be honest, most of the ladies just want to flirt with Mr Darcy.

The Experience's owner was in the Medical Corps on Askertan and acquired a souvenir in the form of a Mindsmith datacore. For an intangible mind-hopping alien facing planetary destruction, a datacore would serve very well as an escape capsule. The datacore was subsequently used as the processing unit in the Austen Experience's simulator.

The Mindsmith within the simulator was dormant until the datacore was used to build the scenarios in its psych-scape. Once the simulator was activated, the Mindsmith was provided with characters to play with and rules to play by. It can now assume the guise of any of the characters within the simulator, most typically Mr Fitzwilliam Darcy in the *Pride and Prejudice* scenario. But there is data bleeding over from the other novels – and the other novelists. Darcy may become the more dangerous Alec D'Urberville from Hardy's *Tess of the D'Urbervilles*, or Heathcliff from Emily Brontë's *Wuthering Heights*.

The Mindsmith enjoys its power in the psych-scape of the simulator, an ideal environment for a psychic creature. But it wishes to return to the real world outside. It may be able to take control of the Trans-neural Logical Interface (T.L.I.) which maintains and manipulates the psych-scape itself (and which manifests as one of the other characters within the scenarios). In this eventuality, it has powers similar to a Time Lord controlling the virtual reality within the Matrix (see *The Time Traveller's Companion*). It might even be able to reboot the datacore, wiping the entire psych-scape and all minds within it.

But even without control over the T.L.I., the Mindsmith may still be able to gain a new victim. It has to play by the rules of the simulation, and in the 19th Century world of Jane Austen and her contemporaries, marriage entails ownership of a lady's entire person. If the Mindsmith, as Mr Darcy, can woo and marry a visitor to the Austen Experience within the simulation (or D'Urberville force himself upon her), it will also take possession of her mind in the real world. Or maybe it has another target in view… a certain Time Lord, perhaps.

MINDSMITH

AWARENESS	4	PRESENCE	5
COORDINATION	*	RESOLVE	5
INGENUITY	4	STRENGTH	*

*As host.

SKILLS
Convince 4, Knowledge 1, Survival 3, Technology 4; physical skills as host

TRAITS
Alien
Immaterial
Indomitable
Invisible (Special Bad)
Possess
Psychic

TECH LEVEL: 7

STORY POINTS: 4-6

MR SILHOUETTE *(Academic Notes)*

As scholars are aware, the ambitious "Shakespeare Project" set out to provide unrivalled academic notes and insight into each and every extant text by the great playwright. However, the project was abandoned under mysterious circumstances. The only work to have been completed seems to be a draft of the notes for a scene of *Julius Caesar*.

Perusing that draft, one finds references to an enigmatic Mr Silhouette who may be responsible for the project being abandoned[1]. The first mention of him has the project researcher[2] seeing him "again", and feeling great foreboding. His figure is seen again and again, day after day, in the library where she works, as if he were following the researcher. His face cannot be seen from even a short distance, or at least never remembered. The researcher can tell when he yawns and still can't claim to have seen his face. The lights never seem to be working where he sits. He arrives and leaves eerily, without making a sound, though dogs bark in his presence. He smells of damp and dust, ~~or is that just the library?~~ All he ever seems to do is stare off into space. He leaves no books on his desk, only a blank sheet of paper.

As the days roll on, Mr Silhouette sits closer and closer, until his features *are* visible. He smiles and seems friendly[3]. ~~That's when he gets you~~[4]. In this instance, the Doctor did try to warn the researcher via Facebook and email, but was not believed. ~~Changing his profile pic to different incarnations of himself certainly didn't help in that regard.~~ Why he couldn't intervene directly is anyone's guess. ~~If we were to hazard one, we might say the entity was able to deadlock doors in addition to fiddling with the lights, as many ghostly presences are wont to do~~[5].

As to what happened to the young woman whose work was so mysteriously interrupted, one would have to do more research to find out.

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1 It is unclear what happened to other elements of the project as this researcher pulled *Julius Caesar* as an assignment, which would not have been her first choice.

2 Only ever known as the "young woman". She does not appreciate the term when the Doctor applies it to her.

3 He is not.

4 **SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER:** Mr Silhouette's presence seems to be connected to the *Duluth Quarto*, an obscure copy of Shakespeare's plays with several notable differences to the accepted texts. In fact, if one compares his face to that of the *Quarto*'s writer, they are the same. It can also not be a coincidence if Mr S appears while research is being done on passages describing time standing still in Rome and graves giving up their dead (see also *Hamlet* Act 1, Scene 1). It can thus be inferred that Mr Silhouette is the ghost of Duluth, haunting his old manuscript through the potency of its death imagery, to devour the souls of unwary readers.

5 In light of the passages that seem to have summoned him, there may in fact be a temporal element to his powers, trapping those in his environment to what amounts to an unbreachable time bubble. His victims may actually be trapped in a single terrifying moment.

MR SILHOUETTE[6]

AWARENESS	3	PRESENCE	4
COORDINATION	1	RESOLVE	4
INGENUITY	3	STRENGTH	2

SKILLS
Craft (Writing) 2, Knowledge 2, Subterfuge 5

TRAITS
Distinctive
Dependency (Major) – Only manifests to someone reading the *Duluth Quarto*
Eccentric (Major) – Silently stares into space
Fear Factor 1
Obsession (Major) – Must haunt those who read the *Duluth Quarto*
Single-Minded (Major)
Slow
Telekinesis – Used to shutter doors and affect the lights
Uncommunicative (Major)
Vampire – Mr Silhouette consumes the soul of his reader, possibly by trapping it in a temporal bubble or time loop

TECH LEVEL: N/A

STORY POINTS: 6

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6 Much of this is a matter of conjecture.

MURGAT *(Brotherhood of the Daleks)*

On an icy planet in the Antares galaxy, the Doctor and Charley (*see A2*) stumbled across a bizarre experimental facility being run by Director Murgat. Murgat himself is a strange creature, half Thal and half plant contained within a mobile unit the Doctor flippantly described as a living glasshouse.

The facility is a former Dalek base which was captured by the Thals. Murgat claims that the experiments were already underway when the Thals arrived, and that they found one of their own captured platoons being used as guinea pigs, slowly being devoured by the Kyropite plants (see *The Fifth Doctor Expanded Universe Sourcebook*) being cultivated in the subterranean hothouses. Murgat tried to rescue them but became infected by the Kyropites. Only by placing himself within his plastine life support unit has he kept the infection under control.

Unable to rescue the Thal soldiers from the Kyropites' clutches, Murgat has instead co-opted the experiments so that they will benefit the Thal war effort. The Daleks were using the Kyropites' abilities to induce lucid dreaming in their victims to try to transmit Dalek thoughts into individual Thals. If the experiments proved successful, the Daleks could pollenate an entire planet with Kyropite spores and take over the minds of the whole population.

Murgat has turned this around. He has conditioned a number of captured Daleks into believing that they are Thals, inducing shared dreaming by linking their minds to those of the Thals being absorbed by the Kyropites. He has also instilled a communist philosophy in the Thal-Daleks (or "Thaleks" as Charley named them). Murgat's plan is to use his Thaleks to engineer a Dalek revolution, spreading peace rather than hatred.

Murgat is obsessed with his experiments. On this remote planet, he has been neglected by the Thal High Command, who have no knowledge of his activities here. The one thing he needs in order to perfect his force of Thaleks is the mind of a leader, a supreme tactician with experience of fighting the Daleks. In other words, the Doctor!

But is it possible that Murgat is just a Dalek stooge after all? Could it be that the facility has been infiltrated by the Daleks – has always been infiltrated by the Daleks – who are using the experiments to discover the secret of the Thals' comradeship? It is increasingly difficult to decide just what is real and what is dream…

MURGAT

AWARENESS	3	PRESENCE	4
COORDINATION	2	RESOLVE	4
INGENUITY	5	STRENGTH	2

SKILLS
Convince 3, Knowledge 2, Medicine 4, Science 5 (AoE: Biology & Chemistry), Technology 3

TRAITS
Adversary (Major) – The Daleks
Alien
Alien Appearance
Armour (5 points)
Authority (Major) - Director
Bio-Chemical Genius
Cyborg
Environmental (Minor) – Sealed air supply
Immunity - Kyropites
Obsession (Major) – His Thaleks

TECH LEVEL: 6

STORY POINTS: 10

PIERCING THE VEIL

Brotherhood of the Daleks presents a story in which reality shifts and resets itself several times. Although each reality appears to be real, Murgat's use of Kyropites means that the characters are experiencing dreams. And not just dreams, but dreams within dreams in a manner similar to the layers of reality in Christopher Nolan's *Inception*.

Wily GMs can use a similar set-up to disorient their players. The game session commences exactly as normal as the characters become involved in their latest adventure. But at some point, the characters wake up realising they were in a shared dream (or perhaps a virtual reality or other plot device). The characters begin to explore their new environment in order to find out who or what was causing the dream, only to wake up again. Repeat as desired. How many times must they go through this before they are truly awake? Will they ever return to reality?

THE NAHRUNG *(The Age of Chaos)*

The origins of the Nahrung are unknown, and even the Doctor had never seen one before he encountered a swarm of them on Krontep (*see L49*). It is, however, likely that they are alien to that world and arrived there on board a visiting spaceship. Individually, they are tiny, reddish pink creatures like a cross between spiders and octopus. Nahrung are parasites that feed on pain and suffering, and use host bodies to enable them to harvest this from their victims. A swarm of Nahrung can enter a target through the mouth and nose and distribute themselves throughout their host's body, taking control of it. They will then use the host to stir up trouble among the local populace and feed from the pain they cause.

Although they are tiny, insect-like creatures, Nahrung are highly advanced in terms of technology. They use sophisticated robots as their servants, often indistinguishable from living beings.

Nahrung also use a hand-sized gadget in the shape of one of their kind, which clamps to the back of a person's neck, inflicting pain and harvesting it for the swarm. This renders a victim incapable of acting while the device is switched on, and drains 1 Attribute point per Round.

On Krontep, the Nahrung used their chosen host body to cause a civil war between rival claimants to the throne, working behind the scenes to cause conflict and suffering. They even managed to trap the god-like elemental spirit of the planet in a time-web, enabling them to turn nature itself against the Krontep.

NAHRUNG SWARM

AWARENESS	3	PRESENCE	4
COORDINATION	3	RESOLVE	4
INGENUITY	4	STRENGTH	N/A

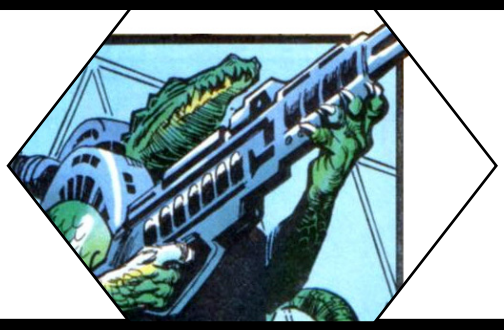
SKILLS
Convince 4, Science 2, Subterfuge 4, Technology 5; other Skills as per the host body

TRAITS
Alien
Alien Appearance
Possess
Psychic
Size – Tiny (Major)
Special - Swarm (see *The Fourth Doctor Expanded Universe Sourcebook*)

TECH LEVEL: 7

STORY POINTS: 5-8

NAHRUNG ROBOT



AWARENESS	3	PRESENCE	2
COORDINATION	3	RESOLVE	3
INGENUITY	2	STRENGTH	5

SKILLS
Athletics 2, Fighting 3, Marksman 3, Subterfuge 3, Survival 2, Technology 3

TRAITS
Alien Appearance – Many Nahrung robots look like alien lizard-men
Armour (4 points)
Enslaved
Robot

EQUIPMENT
Energy Carbine: 7(3/7/10) damage

TECH LEVEL: 7

STORY POINTS: 1-2

NAPOLÉON BONAPARTE *(The Curse of Davros)*

The 1st Doctor's companions Ian and Barbara briefly met Bonaparte in 1794 when Napoléon was a rising army officer (see *The Reign of Terror*), and the Doctor himself first encountered him during the French advance on Moscow in 1812 (see *The First Doctor Expanded Universe Sourcebook*). Three years later, the 6th Doctor crossed paths with L'Empereur Bonaparte in the build up to the Battle of Waterloo in June 1815. Established history records that Napoléon is destined to be defeated by the armies of the Seventh Coalition under the command of the Duke of Wellington (see *The Second Doctor Expanded Universe Sourcebook*). But this is a critical moment in the history of Earth, and any meddling in the events of the Battle could irrevocably damage the timelines. In his second incarnation, the Doctor has already had to counter the machinations of the mysterious Players intent on changing the outcome at Waterloo.

But Bonaparte already knows his intended destiny. He has been given a glimpse of his own future as an exile on the island of Saint Helena and an opportunity to change it. Napoléon is an ally of none other than the Daleks! When their emperor Davros first met him, Napoléon was in poor health, barely able to eat or sleep. Davros gave him some pills and he was rejuvenated. Davros then took Napoléon to meet the man he would become on Saint Helena. His future self told Napoléon all about Waterloo. He even showed him, using toy soldiers, how he had come so close to victory until the arrival of the Prussian army. Bonaparte has vowed that this vision of the future will never come to pass!

Armed with the knowledge imparted by his future self, and by energy weapons supplied by the Daleks, L'Empereur is determined that he cannot fail to achieve victory at Waterloo! But what do the Daleks get out of this alliance? Their plan is to disrupt the future history of Earth so that humanity becomes an ally of the Daleks rather than an enemy. They have promised to make Napoléon the emperor of the entire world. But naturally they have plans beyond this, plans which Bonaparte is not privy to.

Davros has studied all the major figures from human history and has identified Napoléon as the most brilliant military tactician who has ever lived. There have been other warmongers, but they are all driven by religion or racial differences. Bonaparte is a truly rational man, a man who knows only one god: power. Napoléon has a genius for war, and when the Battle of Waterloo is over, Davros intends to take that genius from him and implant it into every Dalek battle computer. After which, the Earth will be at the Daleks' mercy!

Although Napoléon is a dictator bent on conquering the world, he is not a monster in the same vein as Davros. In person, he is civil and well mannered. And although he dreams of victory at the Battle of Waterloo, he would be horrified to learn of the Daleks' true plans for him and the rest of mankind. But being able to get close to L'Empereur and being able to convince him of the truth on the eve of Waterloo is not a simple prospect.

L'EMPEREUR BONAPARTE

AWARENESS	4	PRESENCE	5
COORDINATION	3	RESOLVE	4
INGENUITY	4	STRENGTH	3

SKILLS
Athletics 1, Convince 4, Fighting 2, Knowledge 5 (AoE: Military Tactics), Marksman 3, Science 1, Subterfuge 2, Survival 2, Technology 2, Transport 1

TRAITS
Adversary (Major) – The Seventh Coalition
Authority (Major) – L'Empereur
Brave
Dark Secret (Major) – Ally of the Daleks
Distinctive
Experienced x2
Friends (Major) – French army
Photographic Memory
Voice of Authority

EQUIPMENT
Sword: Strength +2 damage

TECH LEVEL: 4

STORY POINTS: 6

MARENGO, NAPOLÉON'S HORSE

Attributes: Strength 7, Coordination 3, Awareness 3
Skills: Athletics 3, Fighting 3, Survival 1
Traits: Brave, Fast (Major), Natural Weapon – Trample (Strength +2 damage if it runs over smaller creatures), Tough

NICCOLO MANDELL *(Mission: Impractical)*

Niccolo Mandell is an important man. On 60th Century Vandor Prime (*see L83*), he is Head of the government's Security and Intelligence Division. So far as the President and his Cabinet no doubt think, he is their employee. But Mandell finds this rather amusing and sees it in a different way. Governments come and go every few years, but he remains. Niccolo Mandell is a supremely arrogant man, certain of his own abilities and his superiority over "the masses". As far as he is concerned it's impossible to underestimate the intelligence of the average person.

Mandell has an intelligent and cultured face which acts as a very good mask for his real emotions at any given moment. He has black hair and a neatly trimmed moustache and squared-off beard which give him just enough of a sinister air to encourage fear and respect. His piercing eyes under straight brows offer just enough casual openness to be trusted – or at least tolerated – by those who should know better.

Niccolo Mandell likes to imagine that everybody hates him. People hate what they fear, and they fear what has power over them. It is simple logic, and Mandell likes to remind himself of it every day when he gets to the office. After all, he has a reputation to uphold and he wouldn't want people to think he is getting soft. Mandell and his police officer wife live in a very exclusive quarter of the capital city of Vandor Prime, and he often imagines how impressive it must look to the masses.

Ten years ago, Niccolo Mandell purchased a certain item from Sabalom Glitz. It was a short silver cylinder that some criminal contacts of Glitz had stolen from the Council of Houses of the Veltrochni (see *The Second Doctor Expanded Universe Sourcebook*). Mandell didn't buy it directly of course. But he arranged for its purchase by the Security and Intelligence Division. Nevertheless, he considers it to be his. The problem is, the cylinder is now secretly stored on board the Division's top secret research vessel, the Thor Orbital Facility, and it would be highly unusual for Mandell to just go and requisition it. He is therefore looking to hire a group of people with the right skills to retrieve it for him. To complicate matters, the Veltrochni seem to have got wind that their stolen relic may have made its way to Vandor Prime. But that's a problem for the government, not Mandell.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The stolen cylinder is a Tzun Data Core. The Tzun homeworld was destroyed millennia ago by the Veltrochni, with the result that the Tzun have been on the slow path to extinction ever since and are now largely forgotten. But the Tzun were masters of gravitational technology and the Data Core contains all their secrets. Mandell plans to obtain that information and build fleets of starships to sell to the highest bidders. Already the Draconians have covertly offered him thirty billion credit-bars for each of the first three Tzun Stormblades. The Data Core also contains the secrets of Tzun RNA memory duplication and Mandell daren't even think what that might be worth on the open market!

NICCOLO MANDELL

AWARENESS	3	PRESENCE	5
COORDINATION	3	RESOLVE	4
INGENUITY	5	STRENGTH	3

SKILLS
Athletics 2, Convince 5, Craft 2, Knowledge 1, Marksman 2, Subterfuge 3, Technology 3, Transport 2

TRAITS
Arrogant
Authority (Major)
Selfish
Voice of Authority
Wealthy (Major)

EQUIPMENT
Large Calibre Handgun: 7(3/7/10) damage

TECH LEVEL: 8

STORY POINTS: 6

TZUN DATA CORE [Minor Gadget]
Traits: Data Storage
Cost: 1 point

NIGEL ROCHESTER *(Jubilee)*

In 1903, Nigel Rochester's great-grandfather was a humble greengrocer until he assisted the Doctor and Evelyn (*see A6*) in defeating a Dalek invasion of Earth. In the aftermath, he used captured Dalek technology to found the English Empire (*see L30*), invade Europe, take back the United States of America and rule the world. After he died, his son became President, and then his grandson after him. In 2003, when the Empire is preparing to celebrate the Jubilee of the hundredth anniversary of the victory over the Daleks, his great-grandson Nigel Rochester is President of the English Empire, His Excellency in Perpetuity.

Except that this hasn't happened in our timeline. The TARDIS tried to materialise in 1903, but found itself pulled into a crack in time. It may well have been this incident that paradoxically caused the aberrant timeline in the first place, but the Doctor remembers nothing of the 1903 invasion except as occasional flashback-like visions of the parallel Earth.

Nigel Rochester is absolute ruler of the English Empire. He has outlawed the oddest of things, such as the use of contractions in speech, for example "I'm", "isn't" and "shouldn't". Rochester is an unstable figure, often exhibiting childish glee, but at other times flying into a violent rage – particularly with his wife, Miriam. Rochester considers women to be second-class citizens. At school, girls are taught to recite "A good wife is a docile wife". Nigel's first wife, Pauline, clearly wasn't docile enough as she was replaced – but not until she had suffered an unpleasant fate. Despite this, Miriam is only playing at being the "little woman" and is secretly planning a rebellion against her husband.

Rochester has an obsession with the Daleks and is looking forward to the Jubilee celebrations with eager anticipation. He has a collection of Dalek relics from the invasion, including working examples of Dalek technology such as a vortex magnetron (a device capable of attracting items through the Vortex) and, in pride of place, a transolar disc (*see G4*) which he uses to soar over London. But his favourite toys are a series of replica Daleks that he has had built, which are operated by dwarves sent as tributes from the Empire's subject nations – and if any are too big to fit inside, well Rochester will just have to force them in!

Rochester rules his English Empire from the Tower of London, where he even has a captive Dalek, the last one left alive from the 1903 invasion. He is intending to execute it on the day of the Jubilee celebrations. Rochester believes that the Daleks are the fathers of the English Empire, having taught humans to be strong. Paradoxically, he also secretly believes that his subjects are under Dalek mind control and that he is the only one who is free. He is paranoid that he is being bugged by the prisoner in the Tower, and sometimes believes that he is only pretending to be an evil tyrant in order to appease the Dalek. Occasionally, Rochester has moments of clarity when he realises that he is quite, quite mad.

PRESIDENT ROCHESTER

AWARENESS	3	PRESENCE	4
COORDINATION	3	RESOLVE	2
INGENUITY	3	STRENGTH	3

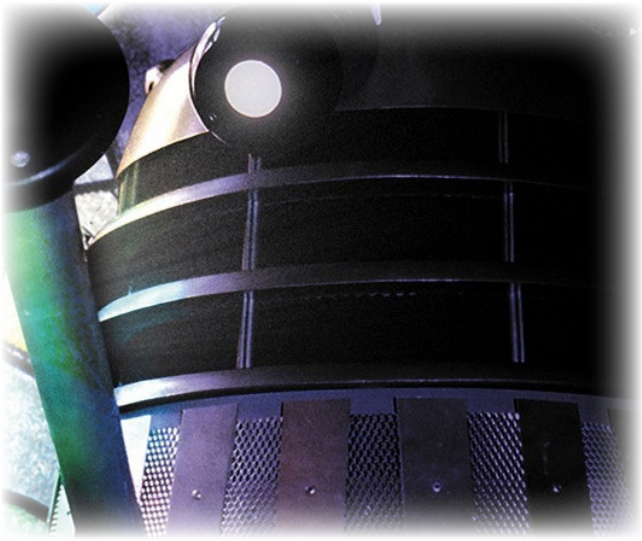
SKILLS
Convince 3, Knowledge 3, Subterfuge 1, Technology 3, Transport 2

TRAITS
Authority (Major)
Eccentric (Major) – Paranoid and psychotic

EQUIPMENT
Handgun: 5(2/5/7) damage

TECH LEVEL: 5

STORY POINTS: 8



NIMROD *(Project: Twilight, Project: Lazarus)*

The creature known as Nimrod is not the man he once was. Before he became Nimrod, he was Dr William Abberton, a scientist working for the Forge, the top-secret department of the British Government charged with examining and utilising alien technology. During the Great War, Abberton was head of Project: Twilight, a programme which developed a means to transform humans into vampires for use against the Germans. But in 1915, the vampires broke free from the Forge (*see V32*). Abberton was attacked and, to save his life, he injected himself with the Twilight Virus. Although he didn't transform fully into a vampire, the Virus gave him some of their superhuman abilities. Abberton was further augmented, both genetically and cybernetically, and he became Nimrod, named after the biblical hunter.

After his training, Nimrod quickly became the Forge's primary field agent for Northern Europe, and his first priority was to hunt down those vampires which remained at liberty. No longer fully human, Nimrod is now tall, hairless and with very pale skin and striking blue eyes. He speaks in a deep, sepulchral voice, using an archly sinister tone. He is extremely strong and resistant to most forms of injury. Nimrod does not seem to have the vampire's traditional weaknesses, nor their compulsion to drink the blood of humans. During the years of Project: Twilight, it had been the Forge's practice for each new vampire to be created with a weakness specific to them in case they needed to be terminated, and these weaknesses were largely based on the vampire legends. So, some were vulnerable to holy symbols or fire, others to running water or sunlight. It is possible that the Forge built such a weakness into Nimrod's genetics. But if they did, what that weakness is has not yet been discovered.

At the beginning of the 21st Century, Nimrod assassinated the Deputy Director of the Forge, Brigadier Charles Crichton, and assumed his position. With the Director above him being a nominal appointment removed from direct involvement in operations, this has left Nimrod as the real commander of the Forge. In the field, Nimrod usually wears bonded polycarbide armour concealed beneath his clothing. His favourite weapon is a crossbow loaded with bolts that inject nanobots into their targets, capable of killing even vampires.

Nimrod is a ruthless and formidable foe, personally very dangerous but also able to call on the extensive resources of the Forge. He has relentlessly pursued, captured and in most cases killed any vampires, aliens and similar creatures that the Forge has managed to track down, appropriating their technology and using it to further the Forge's own experiments. Although the Forge is nominally a government department, it is free to follow its own agenda, protected in part by its top secret, black ops nature.

NIMROD

AWARENESS	5	PRESENCE	6
COORDINATION	4	RESOLVE	4
INGENUITY	5	STRENGTH	6

SKILLS
Athletics 3, Convince 2, Fighting 4, Knowledge 3, Marksmanship 4 (AoE: Crossbow), Medicine 3, Science 4 (AoE: Biology & Chemistry), Subterfuge 1, Survival 2, Technology

TRAITS
Authority (Major) – Deputy Director of the Forge
Bio Chemical Genius
Cyborg
Distinctive
Fast Healing (Special)
Fear Factor 1
Friends (Major) – The Forge
Immortal (Major)
Immunity – Vampiric immunities, including to normal damage, firearms and electricity
Keen Senses (Major)
Obsession (Major) – Acquiring alien technology and supernatural artefacts
Quick Reflexes
Tough
Voice of Authority

EQUIPMENT
Polycarbide Armour (5 points, but an unprotected area can be targeted with a -4 penalty
Crossbow: 4(2/4/6) damage (see sidebar)

TECH LEVEL: 5
STORY POINTS: 8

NIMROD'S CROSSBOW

Nimrod's crossbow fires bolts that inject nanobots into its target. The nanobots are programmed to turn the target's immune system against its own body. If a bolt pierces the flesh (i.e. does at least 1 point of damage), it does the same damage each subsequent Action Round (ignoring Armour, Toughness or similar damage reduction) until the nanobots are neutralised in some way or the victim literally expands until it bursts!

THE NINEXIE *(Absolute Power)*

The Ninexie (singular: Ninexis) are – or rather, were – a race of electro-parasites from a planet in Galaxy Three. It was always the Ninexie way to launch colonisation pods to extend their reach into the Universe, each pod containing a single Ninexis. An attempted invasion of the Ninexie homeworld and the subsequent interstellar war led to a dramatic increase in their rate of emigration.

Almost three thousand years ago, one colonisation pod landed on the planet Teymah. As an electro-parasite, the Ninexis quickly found a host body among the local populace. The people of Teymah (*see L80*) were pre-technological and were still governed by superstition. Their priests had prophesised the arrival of a god, and the Ninexis became that god! But Ninexie colonisation requires a certain level of technical and scientific ability on the part of the existing civilisation of the planets they annex: they reproduce by means of electromitosis, requiring the generation of sufficient energy to enable a Ninexis to split into two, and those to divide, and so on.

On Teymah, the Ninexis's only recourse was to use the locals as hosts and attempt to accelerate their scientific development. But Teymahrian physiology was weak, their bodies brittle and short-lived. As hosts, they would last only days, sometimes only hours. It was only a matter of time, a few centuries, until the Ninexis had no more hosts. Eventually, it was forced to return to the equipment in its ship that had housed it during the long voyage to Teymah. Before it returned to a state of dormancy, mere days away from completing its mission, the Ninexis rallied the few remaining Teymahrians into constructing a sphere as a means of its future reproduction. Its final host body left inscriptions giving instructions for the activation of the sphere in the event that it would be discovered by anybody with enough technological knowledge to understand it. If activated, the sphere would allow for the generation of the necessary power for the Ninexis to reproduce, but it would need additional host bodies for its offspring to inhabit.

In the two thousand years that the Ninexis has remained dormant on Teymah, its brethren have fought the Nine Hundred Year War against the Wrechonites of Wrechon Four. The Galaxy Three authorities had decided that the Ninexie were too dangerous to be allowed to live, and the Wrechonites pursued a programme of genocide against them. The Ninexie lost the war and the individual on Teymah is the only one known to survive. If its presence is discovered, Galaxy Three will send a Wrechonite clean-up crew to destroy it before it can multiply again.

Being electrical creatures, Ninexie are difficult to contain. Their touch is capable of killing organic lifeforms and they can pass through any conductive material. To obtain a host body, they tend to electrocute their victim first and then reanimate its corpse like a zombie. The Wrechonites developed Resistance Cages designed specifically for the Ninexie. Each can store up to six individual Ninexie for up to one hundred days without any chance of their escape. And after a hundred days the cage self-destructs – for safety purposes.

NINEXIS

AWARENESS	3	PRESENCE	2
COORDINATION	5	RESOLVE	4
INGENUITY	4	STRENGTH	N/A

SKILLS
Convince 3, Fighting 3, Marksman 2, Science 1, Subterfuge 2, Survival 3, Technology 4, Transport 2

TRAITS
Adversary (Major) – The Wrechonites
Alien
Alien Appearance
Alien Senses – Electricity flow
Immunity – Ninexie are immune to physical injury
Last of My Kind
Natural Weapon (Major) – Electrical Touch: 5(2/5/7) damage
Possess
Special – Electrical Being: As creatures of pure electricity, Ninexie can pass into or through any conductive material

TECH LEVEL: 6

STORY POINTS: 8

THE NODE *(Burning Heart)*

Equidistant between the secondary and tertiary spiral arms of the Galaxy, orbiting the star designated K7A-00741-417b-16, is the "hot" gas giant Titania. And orbiting Titania is the planetoid Dramos (*see L26*), home to the Habitat, a sprawling environment dome which contains the largest space port the Galaxy has ever seen. Glaring down upon the Habitat like a single baleful eye is the only distinctive feature on the ever-churning surface of Titania, a dark, reddish blotch of matter called the Node. Unlike the Red Spot on Jupiter, the Node pulses and changes its course for no apparent reason.

The periodic presence of the Node directly overhead always seems to destabilise the already delicate balance of society within the Habitat. Mass-psychosis vectors elevate markedly, domestic murderers finally snap, crimes of violence go through the geodesic roof. It is as though the whole Habitat burns with a low-grade fever.

The process goes like this. Nobody does anything particularly out of character; nobody becomes more vicious than they innately are. Things just go wrong and get tragically out of hand. A man might spill another man's drink in a bar; the other might thump him a little too hard. Someone might shove someone else in a minor altercation on a walkway, some hundred metres over ground level. These and thousands of relatively minor incidents like them, all of them happening and accumulating at once.

And in the domed sky, the Node flickers and pulses with unknowable energies. There is something hypnotic about it; you could lose yourself in it. The effects of the Node are felt throughout the Habitat, burning into minds and brains: pseudo-epileptic and aphasic fits abound as synaptic and neurological systems are damaged in a thousand subtle little ways. Race or species does not seem to matter. Those with the precisely correct biomorphic signature are disrupted on the cellular level, taken apart and put back together by the power of the Node.

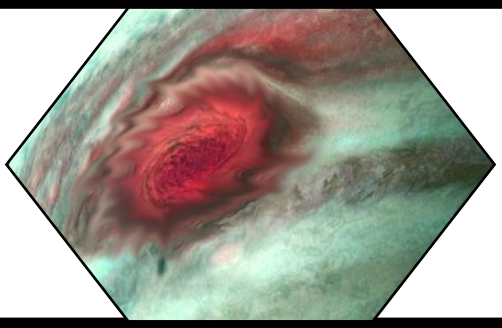
SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Unknown to those in the Habitat, the Node is a vast energy/matter creature that swims through the bright world of Titania. When other beings first arrived on Dramos, the Node was shocked into dormancy. And when they started harvesting the nuclear storms of Titania for energy, the Node began to lose cohesion. Now, it is dying.

Desperate to communicate its plight to the human and non-human species of the Habitat, the Node's attempts only result in the increased anarchy and violence of the Crazy Season. How sentient the creature is is uncertain. But it seems to be working to a plan of sorts. Those particularly affected by the Node's mental impulses are transformed at a cellular level, their bodies broken down and reformed into masses of glowing protoplasm which instinctively make their way to conjoin with the larger mass now surrounding the Habitat's computer system, OBERON, within the Temple of the Church of Adjudication (*see A33*).

Having made contact with OBERON, the Node has decided that the only way of surviving is to transfer itself into the computer. But to do so, it needs to use the inhabitants of Dramos as interfaces, changing them in the process…

THE NODE



AWARENESS	6	PRESENCE	8
COORDINATION	N/A	RESOLVE	8
INGENUITY	1	STRENGTH	N/A

SKILLS
Convince 2

TRAITS
Alien
Alien Appearance
Environmental (Minor) – Survives in the nuclear storms of Titania
Hypnosis (Minor)
Immunity – As a creature capable of engulfing several Earths, nothing short of planet-busting weapons can even scratch the Node – the gradual harvesting of its energy is another matter…
Infection – Uses contests of Presence + Convince to transform others into protoplasmic servants
Psychic
Size - Colossal

TECH LEVEL: N/A

STORY POINTS: 12

THE OMNIM *(Point of Entry)*

The world of the Omnim was one of harmonics and colours combined, but was destroyed centuries ago. It was a beautiful place, where it seemed as if the world and the sky were singing. It felt almost visceral and everything tingled with lifeforce. But the beings that lived there are now just long lost ghosts haunting the corridors of time.

The Omnim can create vibration at will. But as they grew more powerful in their abilities, their resonances grew out of their control. No one could stop them anymore and everyone panicked… until the vibrations literally shattered their planet to pieces. This catastrophe sent fragments of the Omnim's world spinning across the cosmos.

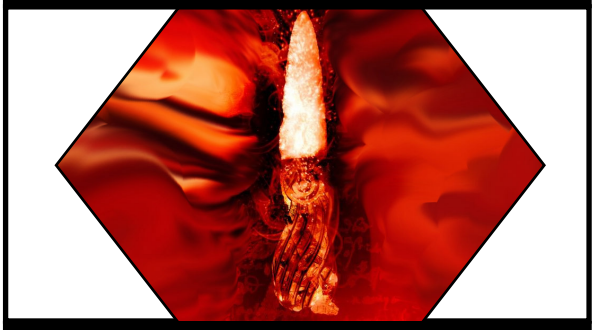
But that wasn't the end. The Omnim had to survive, and so they projected their mind energies into the largest fragment of their world, a rogue asteroid of solid rock. They have since remained trapped for millennia, imprisoned within the rock and wandering in the cold barrenness of space. Eventually, they latched onto something that they could influence: the Doctor's TARDIS. The Doctor detected the Omnim only as a psychic scream picked up by the TARDIS's sensors, an unnerving sound like fingernails scratching a chalkboard. The Omnim sent the TARDIS on ahead to London in 1590, where their human agent was preparing. It will act as a homing beacon for the Omnim to navigate their asteroid to Earth.

In the meantime, a smaller fragment of the Omnim's world had fallen to Earth, where it was discovered by the Aztecs and carved into the shape of a sacrificial dagger with its hilt in the form of the plumed serpent, the Knife of Quetzalcoatl (*see G6*). Through the Knife, the Omnim had driven the Aztecs to make blood sacrifices to their gods, and the Knife transmitted the energies released by each sacrifice to the Omnim.

With the blade broken from the knife, and the hilt stolen by the Spanish Conquistadors, the flow of energy from the Earth was severely hampered. The Omnim focussed their mental energies through the hilt and ensnared a Spanish gentleman, Don Lorenzo Velez (*see V22*), using him to prepare for their arrival on Earth. Velez has the hilt and has travelled to London in the summer of 1590 to await the arrival of the knife's original blade on the English privateer, the *Cormorant*.

But the Omnim's efforts with the TARDIS and Velez have weakened them. The Omnim can now only manifest as a buzzing, as if a cloud of flies accompanies Velez wherever he goes. But if the hilt can be reunited with its true blade, the Knife of Quetzalcoatl will invoke a new reign of blood in Elizabethan England. The energy released from the resulting deaths and chaos will be enough to revive the Omnim as the asteroid approaches the Earth, and they will be able to manifest fully. The Omnim will need to acquire physical forms, as their own were destroyed along with their planet, and they will seek to possess first Velez and his allies, and then any other humans they can.

OMNIM



AWARENESS	4	PRESENCE	7
COORDINATION	N/A*	RESOLVE	5
INGENUITY	6	STRENGTH	N/A*

*If restored to physical form, the Omnim gain their host body's Coordination and Strength.

SKILLS
Convince 4, Knowledge 5, Science 3, Subterfuge 3, Technology 2

TRAITS
Alien
Fear Factor 3
Hypnosis (Major)
Immaterial
Invisible (Special Bad)
Psychic
Telepathy
Weakness (Special) – Counter-frequencies weaken the Omnim, causing penalties up to -8 on all their rolls (exact penalty depends on the strength of the counter-frequency)
If provided with sufficient energy, the Omnim gain the following Traits: Possess; Size – Huge (variable: the Omnim can use energy to grow their host bodies to giant size)

TECH LEVEL: 6
STORY POINTS: 3-5

The Omnim are vulnerable to counter-vibrations, which inhibit the energy transfer of the knife's hilt, weakening them. Unless advanced technology is used, the most available source of suitable counter-vibrations in Elizabethan London are the bells in the city's churches and cathedrals.

PARARACHNIDS *(Moon Graffiti)*

Pararachnids are a variation of space-borne swarming organism, though with a difference from the swarming insects and pack-animals indigenous to the Earth. The swarm itself has cohesion and instinct, but no real cumulative intelligence. The individual components of it are self-aware and intelligent and tool-using, in the same way that a vicious human moron with a club is intelligent and tool-using as compared to a ring-tailed lemur. The Pararachnids are basically vandals. They mark their territory by laying it to waste and dragging the wreckage into a big heap. This renders it uninhabitable, of course, even for Pararachnids, and so the swarm moves on. Despite their limited intelligence and ambitions, they are capable of communicating with a chittering speech – but their conversation is rather limited. Oddly, they are noted for adopting certain of their victims' customs and pleasures, mainly around eating habits, just so long as it doesn't involve any creative effort on their part.

Individually, Pararachnids are insectoid monsters with antennae, ragged wings and entirely too many legs tipped with snapping, jagged claws for comfort. They come in many sizes, the smallest being like large insects, and the largest, the Breeder Males, being so huge and bulky that they are unable to walk. But even a medium-sized specimen is twice the size of an average human. Pararachnids are able to spin strands of a kind of sticky substance they use to cocoon those victims that they don't wish to eat immediately, leaving them hanging helpless in their larders.

Because of their alien metabolic processes, Pararachnids are capable of subsisting perfectly well for centuries between meals. The hierarchical nature of their society means that the run-of-the-mill Pararachnids normally select the choicest victims and take them back to their nest for the Breeder Male to feed upon before even thinking about their own modest requirements.

In the far future, tens of thousands of years beyond the 21st Century, the Earth was hit by a relatively minor swarm of around seventy to eighty billion Pararachnids. They fell out of the sky and tore the world to shreds, marking the Moon with graffiti large enough to be visible from the planet below. A reasonably literal translation might be "*All-Hominid-Aboriginals-of-This-Place-are-Known-for-Attempting-to-Mate-with-Their-Own-Persons-and-All-Pararachnids-are-very-Much-Better-than-Same*". A more flexible translation is best left to the imagination. As is their wont, the Pararachnids moved on, leaving only a wasteland and their weak and crippled behind. But these are relative terms, and even the weak and crippled among them would be capable of tearing a human limb from limb as soon as look at them.

Millions of humans were killed in the attack, not to mention all the other animal life that was brought to the edge of extinction. The survivors were forced underground into shelters where they were kept in suspended animation for hundreds of years, before finally emerging when the coast was clear. This is a fixed point in time and one of the key points in the history of the planet: the razing of Earth was the catalyst for a massive rebuilding and expansion for centuries afterwards. From the wasteland grows a thousand new cities and nations, entire civilisations, some of them inexpressibly beautiful, some unspeakably and brutally draconian, some of them merely indifferent.

PARARACHNID

AWARENESS	4	PRESENCE	3
COORDINATION	4	RESOLVE	4
INGENUITY	1	STRENGTH	7

SKILLS
Athletics 2, Fighting 3, Survival 5

TRAITS
Alien
Alien Appearance
Armour (5 points)
Cocoon Spin (see *The Second Doctor Expanded Universe Sourcebook*)
Environmental (Major) – Can survive in space and for centuries without food
Flight (Major)
Natural Weapon (Minor) – Claws and Mandibles: Strength +2 damage
Size – Huge (Minor)*

*Individual Pararachnids may instead have the Major version, or Size – Tiny (Minor or Major), or no Size Trait at all.

TECH LEVEL: 1

STORY POINTS: 1-2

THE PLAYERS *(Players)*

The Credo: Winning is everything - and nothing; Losing is nothing - and everything; All that matters is the Game.

The Players are ageless creatures who have lived so long and moved through time so often that they no longer remember who or what they are and where they originally came from. They may be related to other, similar entities such as the Eternals or the Immortals (see *The Third Doctor Expanded Universe Sourcebook*), or they may be entirely separate. They are rich and immortal and so very bored. The Players seek to amuse themselves by dabbling in history, stirring up wars and changing events in what they refer to as the Game.

The Players' true forms exist outside of time and space and are incomprehensible to mere mortals. In our universe, they take on bodies which appear human. They compete against each other, plotting and scheming and manipulating history in order to win the Game that never ends. Although they are supremely powerful in their own realm, in human form they are limited by the Rules of the Game. Most importantly, they cannot change history directly and must always act through agents and intermediaries: the Pieces must never see the hands of the Players. The Rules also restrict the Players to using contemporary weapons only, though they may influence the development of more advanced technology by their agents. Although their human bodies are immortal, the Players can be killed by mortal means while in our universe, removing the Player from the Game and dispatching them back to their realm. However, Players may never try to directly take the life of another Player.

Players can move instantaneously through time and space, and do so to travel between their own realm and our universe. They are however restricted from travelling forwards in time to see the outcome of their strategies, instead having to move forward in linear time only. The Game and any potential breach of the Rules are overseen by an Adjudicator who remains in the Players' extradimensional realm. But even the Adjudicator seems to be governed by a higher authority.

The Doctor first encountered the Players while in his second incarnation, in which body he thwarted their plans during both the Napoleonic Wars and the First World War. Alliances among the rival Players seem to come and go. During the Napoleonic Wars, the Players who adopted the guises of Count Ludwig Kroner and Countess Malika Treszka were on opposing sides. By the time the 6th Doctor met the Players during the Boer War, the Count and Countess are working together against other factions.

COUNT LUDWIG KRONER

AWARENESS	4	PRESENCE	5
COORDINATION	3	RESOLVE	4
INGENUITY	3	STRENGTH	3

SKILLS
Convince 4, Fighting 4, Knowledge 5, Marksman 2, Subterfuge 4, Survival 1, Technology 1, Transport 3

TRAITS
Adversary (Major) – Opponents among the Players
Alien
Code of Conduct (Major) – The Rules of the Game
Distinctive
Immortal (Major)
Noble
Obsession (Major) – Winning the Game
Silver Spoon
Time Traveller – Tech Level 4
Vortex
Wealthy (Major) – Stinking rich

EQUIPMENT
Sword Cane: Strength +2 damage

TECH LEVEL: 12

STORY POINTS: 5

The Count appears to be a man of about sixty years with a high forehead and hooded grey eyes. He is usually immaculately and expensively dressed, and leans on an ivory-handled cane. This latter is both for show and is of practical use, being a wooden sheath concealing a long blade. The Count has a haughty and arrogant demeanour, his contempt for lower classes being apparent. His companion the Countess is an extraordinarily beautiful woman. She will go on to encounter the Doctor in his eighth incarnation and will be described in detail in a later sourcebook.

PLENIPOTENTIARY SUSKIND *(Arrangements for War)*

During the finalisation of the Kingdom Alliance on the planet Világ (*see L88*), not everyone is in favour of the treaty and the impending peace between the formerly warring nations of Galen and Malendia. One of those whose disapproval is no secret is Plenipotentiary Suskind, a senior ranking minister within the Malendian government and the representative of his country in Galen. Rather than wanting to encourage cooperation between the nations, Suskind believes in an isolationist policy and that Malendia is stronger without alliances.

Nevertheless, the Kingdom Alliance is going ahead and has the support of over 80% of the populace of Malendia. To seal the Alliance, an arranged marriage has been agreed between Princess Krisztina of Galen and Prince Viktor of Malendia, again to the disapproval of Plenipotentiary Suskind.

Despite being a successful politician, Suskind is one of those men many find difficult to like on a personal level. He is perhaps a little too smug and a little too smooth in his dealings with others, though not in a friendly way. Suskind rarely smiles. He has far too many weighty issues on his mind to bother with humour. Forefront among them is how to derail the peace process.

When anti-Alliance protests and then terrorist acts begin to play themselves out on the streets of Galen's capital city, the venue for the forthcoming royal wedding, perhaps it is not too surprising to find that Suskind has an expression of sombre satisfaction on his face. If one were to ask after the whereabouts of Suskind's head of security during these incidents… well, of course he has an alibi, but is there any independent corroboration?

Of course Suskind is behind the bombs and threats that rock Galen's capital. His man Commander Pokol is a barely restrained psychopath with the right skills to orchestrate acts of terrorism and the willingness to carry them out.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Once Suskind's plans had been achieved and the Kingdom Alliance collapsed within months of its signature, only then was the Doctor able to convince Suskind of one major advantage of the treaty that he has overlooked. The Alliance had focussed on the social and economic benefits of union. Without an external threat on Világ (the third country of Kozepén being much smaller than both Galen and Malendia), there were no perceived military benefits. But when the Doctor warned of an alien threat in the form of the Killorans (*see V53*), Suskind realised his mistake and was able to convince the Paramount Minister of Galen to coordinate his defences with those of Malendia and Kozepén just in time to prevent complete annihilation.

When the Doctor returned to Világ three years later, he found the planet ruled by a global, tripartite government led by Principal Triumvir Rossiter of Kozepén (*see A70*). Whether Suskind's terrorist activities could not be officially proven or whether he had been pardoned is unknown. But Suskind was now also a senior member of the government of Világ. He even played a large part in drafting the triumvirate's constitution!

SUSKIND

AWARENESS	4	PRESENCE	4
COORDINATION	3	RESOLVE	4
INGENUITY	4	STRENGTH	3

SKILLS
Convince 4, Knowledge 3, Marksman 1, Subterfuge 2, Technology 3, Transport 2

TRAITS
Authority (Major) – Plenipotentiary
Dark Secret (Major)
Friends (Major) – Malendian government

TECH LEVEL: 5

STORY POINTS: 6

COMMANDER POKOL

Attributes: Awareness 4, Coordination 4, Ingenuity 2, Presence 3, Resolve 4, Strength 4
Skills: Athletics 3, Convince 2, Fighting 5, Marksman 4, Subterfuge 3, Survival 3, Technology 2, Transport 3
Traits: Eccentric (Major: Psychopathic), Impulsive, Tough
Equipment: Handgun - 5(2/5/7 damage)
Tech Level: 5
Story Points: 4

THE PLEYAREC DOMINION *(Power Play)*

The Doctor knows the Pleyarec Dominion as a form of galactic police whose insignia is formed of two crossed laser truncheons. The Pleyarec themselves are a reptilian species, like upright lizard-men with tails that make seating designed for most humanoids rather impractical for them. They speak with growling voices which have a sibilant quality interspersed with hisses.

Quite who has appointed the Pleyarec to their positions as galactic policemen is unclear, though presumably there are civilian Pleyarec back on their home planet. It appears though that they are a law unto themselves, with a tendency to strike first and ask questions later – though as policemen, they also follow the due process of law enforcement in order to secure a conviction. Senior Pleyarec officers are titled Collectors.

Pleyarec patrols are usually equipped with fully armed battle cruisers capable of taking on the ships of the most formidable of criminals. They can deploy stasis nets against the craft of those they need to take alive (the effect of which is to render a craft's occupants senseless, stunned by a massive electric shock). Against those they do not need alive, the Pleyarec battle cruisers can launch a salvo of thermonuclear warheads. Pleyarec may not be subtle, but they are efficient!

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The Doctor and Peri encountered a pair of Pleyarec officers whose mission was to capture the Doctor himself. Their records listed him as the "Destroyer of Worlds", a cosmic hit-man whose clients hire him to destroy planets or render them inhospitable. In reality, the senior Pleyarec officer was in league with the real Destroyer of Worlds, a villain called Dominicus (*see V21*), and was framing the Doctor for Dominicus's crimes. It seems that even the constabulary of the Pleyarec Dominion are not incorruptible!

Adventure Seed: Foamasi Vice
Officers Beritt and Nubbs are a pair of Pleyarec police who enjoy fast starships, cool threads and playing fast and loose with the bureaucracy of law enforcement. They are on a mission to arrest a Foamasi gangster responsible for drug trafficking across the local sector of the galaxy. But they need to find some evidence that will seal a conviction! When the TARDIS materialises right in the middle of a sting operation and the gangster escapes, the time travellers must quickly convince Beritt and Nubbs of their innocence and help them get their man before he flees off-world and beyond Pleyarec jurisdiction.

PLEYAREC CONSTABLE

AWARENESS	3	PRESENCE	3
COORDINATION	2	RESOLVE	4
INGENUITY	2	STRENGTH	5

SKILLS
Athletics 1, Convince 2, Fighting 3, Marksman 3, Technology 2, Transport 3

TRAITS
Alien
Alien Appearance
Authority (Minor)
By the Book
Tough

EQUIPMENT
Laser Truncheon: 5(2/5/7) or S(S/S/S) damage

TECH LEVEL: 7

STORY POINTS: 3-5

PLEYAREC COLLECTORS
Collectors and other senior officers have the same stats as a Pleyarec constable with the following adjustments:

Attributes: Increase Ingenuity to 3
Skills: Increase Convince to 3 and add Knowledge 2
Traits: Add Impulsive
Story Points: 4-6

PORCIANS *(The Fourth Wall)*

The problem with the Porcians isn't them invading planets. They invade planets all right, but it's just that they're not very good at it. Notoriously so. They're quite a joke in the galactic community. They invade worlds that are about to be destroyed in supernovae, worlds that are actually carnivorous, worlds that just happen to be called Skaro. Or they take the wrong equipment, accidentally blow up their entire invasion fleet, or get sucked into a black hole before they can arrive. Whatever it is, they always lose. Though to give them their dues, they've never made the same mistake twice.

Their failures never put them off for long. Like most lifeforms with an ambition they can't fulfil, they just keep trying. Against all the odds, they persist. The Porcians see the spectacular achievements of the Daleks and the Cybermen and think they can manage the same. Unfortunately, they don't have the talent or ability to pull it off.

But, you might think, if they're so bad, what's the problem? Surely rubbish alien invaders are better than good ones? Not for the Porcians though. They've wiped out nearly their entire species with one hair-brained scheme for galactic domination or another. Whenever the Doctor has encountered them, he has had to take all manner of risks to prevent their imminent extinction. And there's also the collateral damage to think about. Whatever plan they come up with next, they'll mess it up. That's what they do. And you don't want to be within a million miles of one of their failures when it happens. They're often more damaging than any possible success could be!

As for the Porcians' appearance, it does nothing to improve their reputation among the other intergalactic scourges. Have you ever seen a walking pig dressed in a silver body stocking and matching cloak? If not, thank your blessings. Porcians have neither the svelte figures not the grace of movement to be able to pull off such an audacious look. Their personality is no better: not so much menacing as snivelling. Porcians speak with a whining, nasal tone interspersed with grunting and snorting.

The Doctor has encountered one particular Porcian on several occasions. Though as they are quite difficult to tell apart, he often doesn't realise it. In his mother tongue, this Porcian is known as "Death Bringer, Slayer of All, Destroyer of Worlds"! In English, this is pronounced "Chimbly" – which rather loses the dramatic impact. Chimbly is often accompanied by his son, Junior, who needs constant reminders to address his father as "Sir", not "Dad" when they're at work!

Chimbly's latest plan involves his Porcians taking on the roles of the vicious Warmongers in the science fiction adventure show, *Laser*. In the show, the Warmongers are far more dangerous than the Porcians will ever be – apart from the fact that they can never defeat the hero, Jack Laser. But this is all just a ruse to enable Chimbly and his fellow Porcians to steal the Reality Generator (*see G14*), one of the most dangerous devices in existence! With such technology at their disposal, perhaps the Porcians will no longer be the laughing stock of the universe!

PORCIAN

AWARENESS	2	PRESENCE	3
COORDINATION	2	RESOLVE	3
INGENUITY	2	STRENGTH	3

SKILLS
Athletics 1, Convince 1, Fighting 1, Marksman 1, Technology 1, Transport 1

TRAITS
Alien
Alien Appearance
Clumsy
Tough
Unlucky

EQUIPMENT
Laser Pistol: 5(2/5/7) damage

TECH LEVEL: 6

STORY POINTS: 1-2

Adventure Seed: Space Orcs!
The invaders get invaded! The TARDIS materializes in a cave system inhabited by the last enclave of Porcians. They've given up their invasion plans at this late stage in history, because they simply don't have the manpower anymore. Unfortunately, their luck holds up, and "adventurers" are spelunking down their caves on the look-out for treasure and slaughter. How else are these guys going to get experience, if not by fighting what they call "low-level monsters"? Your players may just have to save a species by fighting people who remind them of characters they may once have played...

PRESIDENTA OSLOO *(The Macros)*

Her Grand Highness, the Most Supreme and Venerated, the Champion of Champions, the Most Wonderful Presidenta Osloo is the ruler of the Capron Republic (*see L16*). Osloo is the vain and ambitious tyrant of the planet Capron, a world in a microscopic universe that split off from our own reality in 1943. She is a political animal who will destroy anything and anyone for the sake of her ambition.

Osloo met and seduced the President of Capron, just as she seduced the people of her planet. Once they were married, she gradually manoeuvred herself into a position of greater and greater power. It wasn't long before the President died, apparently in a military accident. Osloo secretly had a hidden agenda: she wanted the presidency for herself. One by one, Osloo's rivals disappeared, until she was able to declare herself the supreme leader of Capron and that was that. She was now Her Supreme Highness, the High Councillor, Empress of the World, Presidenta Osloo.

A few tried to resist her for a while, but they were quickly wiped out. Some of the northern provinces defied her rule, but they were put down with whole towns obliterated. Presidenta Osloo, the Serene Supreme, the Wonderful, the Magnificent, surrounds herself with vassals who bow to her every will, and councillors who obey her without question. These are people like Bundth, her right-hand man, a baying sycophant who is also an expert torturer, ever eager to exercise his sadistic streak at his mistress's command.

Presidenta Osloo rules Capron with an iron hand and has the backing of an enormous military machine. Osloo commands an elite army of thousands of soldiers. This may seem small in Earth terms, but they have armaments decades ahead of ours. The Council of Capron is under Osloo's absolute control. Like many dictators, she has an imperious nature and strikes fear into her subjects.

Since the energy field appeared in the skies of Capron, a dimensional rift caused by the Philadelphia Experiment (*see L67*) on Earth in 1943, Osloo has had her scientists set up energy mines to harvest this bounty and provide all the power for Capron. The mines are worked by slaves taken from the penal camps. Her stepson, Commander Ezz, claims that the mining of the rift energies is destroying the world. He is correct that the rift will eventually destabilise both the micro-universe and ours. But the Presidenta has branded him a traitor who wishes to overthrow her rule and return to the old government. As a result, he has been locked up and will soon be transported to the energy mines to join the ranks of the slaves.

If Osloo becomes aware of the macro-universe on the other side of the rift, she will care nothing for the danger that her harvesting of the energy field is causing. But she will be eager to conquer the new worlds beyond. To do this, she will need to increase the mining activity and double its operations. Slave numbers will have to be increased by taking people from beyond the penal camps. Anyone suspected of being sympathetic to the traitor Ezz will be taken away and put to work.

PRESIDENTA OSLOO

AWARENESS	3	PRESENCE	5
COORDINATION	2	RESOLVE	4
INGENUITY	3	STRENGTH	2

SKILLS
Convince 5, Craft 1, Knowledge 3, Marksman 1, Subterfuge 2, Survival 1, Technology 2

TRAITS
Authority (Major)
Selfish
Voice of Authority

TECH LEVEL: 6

STORY POINTS: 8

THE PRINCE, SON OF THE RED EMPEROR *(Paper Cuts)*

On the death of his father, the Red Emperor of Draconia, the Prince is ready to ascend the Imperial throne and become the Sixteenth Emperor. As the first-hatched of his mother's Imperial brood, the throne is surely his by right. But the Prince harbours doubts as to whether his father named him as successor in the Imperial decree which will only be read at the end of three days of vigil in the Red Emperor's tomb (*see L82*). The Emperor's Queen Consort (*see V93*), now the putative Queen Mother, has hinted that there may be an impediment to his succession, as the Emperor laid down his own plans long before his dotage set in. As to what those plans might be, neither the Prince nor his mother are clear.

The Prince regards his father as weak. After all, it was the Red Emperor who lost Draconia its Thousand Year Empire sixty years ago. On the advice of the 1st Doctor, the Red Emperor sealed Draconia's borders in order to protect his people from the Great Space Plague. No ships could leave Draconia or were permitted to land there. All contact with other planets was forbidden on pain of death, even with the Imperial domains. The Empire of a Hundred Rising Suns ended overnight, but Draconia itself survived.

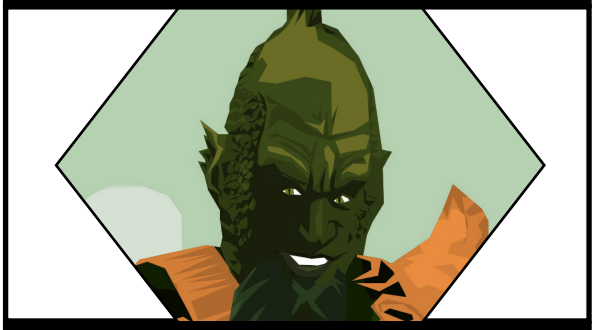
As the Doctor knows, the Draconian Empire will rise again. But from the Prince's perspective, it needs a firm ruler to ensure that this happens now. Many Draconians view the Red Emperor as a weakling and the Doctor as the serpent who trickled poison into his heart. The Prince has vowed to restore the Thousand Year Empire that his father let slip away.

Imperial murder is not an uncommon occurrence on Draconia and, provided the correct rituals are followed, it is not particularly discouraged. The Prince had been ready to dispatch his aged father when the Queen Mother informed him that the Emperor had already begun his journey to Imperial Heaven. He now only needs to ensure that there are no other pretenders to the throne who might stand in his way. In the meantime, he will be one of the vigilants in the tomb of the Red Emperor.

The Prince is still young and hot-headed. Without his mother to constantly rein him in and remind him of the importance of tradition and ritual, he would go ahead and snatch the throne for himself before any others are named in his stead. Like many Draconian nobles, he regards the lower castes as beneath him and would not hesitate to personally execute anyone he perceives as being insolent.

When he ascends the throne of Draconia, the Prince intends to become the Starry Black Emperor with a new sky filled with the suns of his Imperial domains, their independence snatched from them once again. The Black Emperor will bathe the heavens in blood and watch its new day dawn!

THE PRINCE



AWARENESS	3	PRESENCE	4
COORDINATION	2	RESOLVE	4
INGENUITY	3	STRENGTH	3

SKILLS
Athletics 2, Convince 3, Fighting 3, Knowledge 2, Marksman 3, Science 2, Subterfuge 3, Survival 1, Technology 2, Transport 2

TRAITS
Alien
Alien Appearance
Authority (Major) – Prince of Draconia
Code of Conduct (Minor) – Draconian Traditions
Impulsive
Noble
Silver Spoon

EQUIPMENT
Sword: Strength +2 damage

TECH LEVEL: 6

STORY POINTS: 8

PROFESSOR STREAM *(The Hollows of Time)*

Professor Stream has had a long and successful life. During the Second World War, he was the leading light in the Naval Communications Cryptography Section at Bletchley Park, where he was friends with "Foxy" Foxwell (later the Reverend Foxwell) and first met the Doctor. After the War, he dabbled in electronics and set up a small shop in Tottenham Court Road, London. He began designing and building electronics for the Ministry of Defence and made a decent fortune. But a polo accident left him with a broken spine and confined him to an electric wheelchair. This misfortune opened Stream's eyes to the spiritual side of life. He wrote several books on Eastern philosophy and developed a following of "Streamers". His money bought him a mansion in the village of Hollowdean, which is looked after by his Streamers in return for food and lodgings. Affectionately known as "the All-Knowing Stream", by the early 1980s he is regarded as a modern-day swami and is once again friends with Foxy, now the local vicar, helping his old friend with his electronics experiments.

Except that none of this is as it seems. The Doctor didn't initially recognise Professor Stream and only remembered him once Stream had narrated his life story. It's as if the Professor's history is fictional and that the Doctor was mesmerised into believing it. Which is pretty much the truth. Whoever Professor Stream really is, he has implanted himself in history in much the same way as the Master did with his Harold Saxon persona. And far from being a benevolent spiritual guru, Stream is actually an alien time traveller manipulating the Reverend Foxwell into building a Quantum Gravity Engine (*see G13*) powered by twelve captive Tractators (see *Frontios*), with which he intends to control all of time and space.

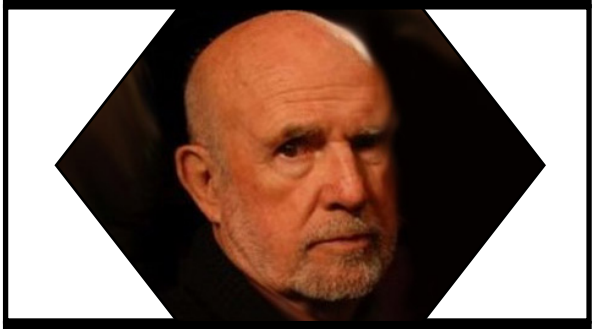
JUST WHO IS PROFESSOR STREAM?

In the unproduced TV script for *The Hollows of Time*, Professor Stream is revealed to be the Master. However, at the time that Big Finish adapted the story for audio, the BBC refused them permission to use the character, as he was due to reappear on television in *The End of Time*. In the audio version, Stream's identity therefore remains ambiguous.

Although the Doctor and Peri seem not to recognise Stream as the Master, there are clear similarities between the two villains: "Stream" is an obvious anagram of "Master" (a trope common in the '80s); they are both time travellers with a disguised time-space machine; Stream demonstrates hypnotic abilities; and he claims that he and the Doctor know each other. The most obvious explanation is that this is a new incarnation of the Master; or perhaps he has again adopted a physical disguise.

Professor Stream's stats have assumed that he is the Master. The main difference from the usual Master stats is Stream's reliance on a wheelchair. Perhaps he has sustained an injury at this point in his life; or maybe even this is a sham. However, the GM could easily decide to use him as a different Time Lord or even as a time traveller from another race.

PROFESSOR STREAM



AWARENESS	3	PRESENCE	4
COORDINATION	2	RESOLVE	6
INGENUITY	9	STRENGTH	2

SKILLS
Convince 5, Craft 2, Fighting 1, Knowledge 6, Marksman 3, Medicine 3, Science 4, Subterfuge 5, Survival 4, Technology 4, Transport 4

TRAITS
Adversary (Major) - The Doctor
Block Transfer Specialist
Boffin
Charming
Eccentric (Minor)
Hypnosis (Major)
Impaired (Major) – Wheelchair-bound
Indomitable
Obsession (Major) – Control the Universe
Percussive Maintenance
Photographic Memory
Reverse the Polarity of the Neutron Flow
Selfish
Technically Adept
Time Lord*
Time Lord Engineer
Time Lord (Experienced x12)
Time Traveller (All)
Voice of Authority
Vortex Born
Wanted Renegade
*If Professor Stream is the Master in his Trakenite body, he can no longer regenerate, nor does he have any of the anatomical advantages of a Time Lord.

EQUIPMENT
Electric Wheelchair: Speed 2
TARDIS (disguised as a 1934 Citroen Traction Avant)

TECH LEVEL: 10
STORY POINTS: 6

PROFESSOR TALBOT *(Pier Pressure)*

The Historical West Pier proudly presents the Majestic, the Monumental, the Mercurial Professor Talbot! He has walked the Left-Handed Path and returned enlightened! He has studied the centuries' old ways of the Mystic. He has engaged in the forbidden tortures of the Far East!

But by 1936, Professor Talbot has been dead for fifteen years, hasn't he? He disappeared shortly after the end of the Great War and his pitch at the end of Brighton Pier has since remained boarded up and securely locked. Why it's remained in that state rather than being taken over by another enterprise is a bit of a mystery. Perhaps Talbot had a long-term lease. But for whatever reason, no one has been allowed in since Talbot's demise, and posters advertising his show are still to be seen around the Pier, describing him as a mind-reader and mystic.

Professor Talbot and his act are intrinsic to the history of Brighton Pier. They say that the Professor was there on the Pier ready for business on the very first day it was opened in 1866. That's probably an exaggeration, but he's been part of the fixtures for as long as anyone can remember. Though the Doctor doesn't recall him or his pitch from his various visits, leading him to speculate that perhaps Talbot somehow slipped through time.

But is the Professor dead after all? There have been sightings indicating that Talbot is very much alive, but living a reclusive life at the end of the Pier. From his appearance, Professor Talbot is clearly not well at all, but reports of his death have obviously been exaggerated. His personality and behaviour veer wildly, from normal one minute to bizarrely melodramatic the next, as if he is fighting for control of his own mind.

This is actually the truth, as the Professor is possessed by an alien consciousness from the planet Indo. Talbot and his wife both died during a storm fifteen years ago. They fell from the Pier into the water and drowned. But Talbot was resurrected by the Indo, who had crashed into the sea within a meteorite several centuries before and had lain there ever since, waiting for an opportunity to escape from the sea bed.

The resurrected Professor Talbot dreams of power and position, and it is this drive that has enabled him to retain his own mind and memory despite being possessed by the Indo (*see V45*). He is willing to help the Indo destroy mankind in return for the promise of the paradise that awaits. They have offered Talbot the power of a demi-god. But Talbot really plans to take what he wants on his own terms, gain a position of power and then turn the tables on the Indo. What he doesn't realise is that he is a mere instrument, a plaything of the Indo, who could remove their animating presence from him at any moment.

The Professor converses with the Indo in his mind, the cause of his erratic behaviour. The Indo often have to cajole and force Talbot to obey them, but ultimately he does what they command of him. He can use his old stagecraft skills to distract his foes with tricks and illusions. If the Indo take direct control of Talbot, he takes on a blue-green aura.

PROFESSOR TALBOT

AWARENESS	4	PRESENCE	4
COORDINATION	3	RESOLVE	3
INGENUITY	3	STRENGTH	3

SKILLS
Convince 3, Craft (Stage Magic) 4, Knowledge 2, Marksman 1, Subterfuge 4, Technology 1

TRAITS
Distinctive
Dependency (Major) – Kept alive by the Indo
Hypnosis (Major)
Immortal (Major)
Networked (Major) – The Indo
Obsession (Major) - Power
Psychic

TECH LEVEL: 4

STORY POINTS: 8

PSYCHIC WORMS *(The Wormery)*

Shut away from the universe on a planetoid in a dimensional nexus point, a race of psychic worms can view the various potential futures using the wormholes that connect their domain to reality. And they don't like what they have seen. The worms are small slug- or maggot-like creatures, and they are happy to remain this way, considering themselves already perfect. But they can see a future in which they evolve and develop into more complex lifeforms complete with hair and… (ughh!) appendages… limbs. The very thought is disgusting and horrifying to them, so they are seeking for a way to prevent this future from coming to pass. But there are factions within worm society which disagree on how to achieve this.

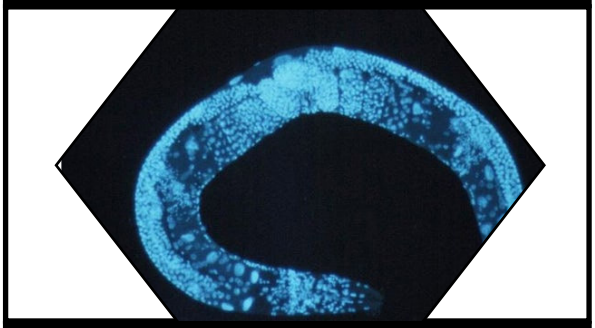
When a dying TARDIS crash-landed on their world, the Pro faction helped its occupant, Bianca (*see V12*), to transform it into a nightclub in the dimensional nexus (*see L12*). They are working with her to bring an eternal and unchanging harmony and unity to the universe. They believe that they can use the pure harmonies of Bianca's voice and transmit this through the wormholes throughout time and space, freezing the universe in a perfect, unchanging moment.

A second group of worms, the Anti faction, stand for chaos and disorder. They are planning to bring the temporal adventuress Iris Wildthyme (see *The Fifth Doctor Expanded Universe Sourcebook*) to the nightclub, where she will unwittingly become the lynchpin of their plans. In her 7th incarnation, Iris's voice is the antithesis of Bianca's, and her singing combined with the properties of the nexus inspires acts of unthinking violence and immediate gratification. Broadcasting this to the universe will plunge it into unending chaos in which the worms will not evolve.

Unknown to either the Pro or Anti factions, there is a third group at work within Bianca's nightclub. The club's clientele acquire strange, additional shadows which do not move in unison with their source. These shadows are the manifestations of the potential future lifeforms that the worms could become, and they have a sentience of their own. The shadows are secretly working with the nightclub's manager, Henry, and are manipulating the other factions to enable them to broadcast their consciousnesses through the wormholes and so take possession of everyone in the universe, thus achieving corporeal existence.

The psychic presence of the worms may be detected by those with sensitive minds. Anyone with the Psychic Trait can make a Difficulty 9 Awareness + Presence roll to hear the worms' mental voices muttering in the background. The worms can also use their psychic abilities to exert a mental influence over others. Bianca is using this to gain control of members of her clientele by keeping a worm in each bottle of her club's house special liquor. Anyone drinking it then becomes susceptible to mesmeric control.

PSYCHIC WORM



AWARENESS	4	PRESENCE	2
COORDINATION	2	RESOLVE	4
INGENUITY	4	STRENGTH	N/A*

*Psychic worms automatically lose any contests of Strength with larger opponents

SKILLS
Convince 3, Knowledge 2, Science 3, Subterfuge 4, Survival 2, Technology 3

TRAITS
Alien
Alien Appearance
Feel the Turn of the Universe
Hypnosis (Major)
Psychic
Size – Tiny (Major)
Telepathy

TECH LEVEL: 8

STORY POINTS: 1-3

SHADOW WORM

The shadows of the potential future worms have the same stats as normal psychic worms, with the following changes:

Traits: Delete Size – Tiny; add Invisible (Major Good) and Immaterial (Special Bad).

THE QUANTUM ARCHANGEL *(The Quantum Archangel)*

The Lux Aeterna is the energy lattice that underpins the entire multiverse, aware but without sentience. When the Master used Mel's old university friend Anjeliqua Whitefriar in an attempt to access the Lux Aeterna, it merged itself with Anjeliqua and created an entity of almost unimaginable power: the Quantum Archangel.

The Lux Aeterna has transformed Anjeliqua from her former dumpy self into a tall, striking woman of incandescent white, naked and yet clothed in fire, and with magnificent burning wings. Its eyes sparkle with the wisdom of the universes; its hair is a wild fiery mane tossed by the winds of time. As for its face, it is still that of Anjeliqua, but it shines with the authority of ages. The Quantum Archangel is one with the Lux Aeterna and its mind boils with knowledge and strength. Its voice is like a chorus of angels and the tortured screams of devils entwined. Anjeliqua has been redesigned as a god!

The Lux Aeterna is infinite in power but was without form or reason. Now it has both. The Quantum Archangel can split a quasar in two with the merest thought. It can create new realities fashioned to its whims. It can destroy planets just because it suits it. What is eternity to the Quantum Archangel? Stars could burn and die, galaxies could collide, timelines could converge and collapse. But the Archangel would endure.

Anjeliqua Whitefriar is only a small part of the Archangel. She is its moral compass and guides its actions, and the Archangel takes it upon itself to alter reality and put right some of the wrongs of the universe. The Lux Aeterna may be omnipotent but it is dependent upon Anjeliqua's intelligence, and that's a limiting factor. The Lux Aeterna is ultimate power and even a genius cannot comprehend it in its entirety. But with every passing second, it gains more and more control, until the entire cosmos will become its plaything.

The major limitation on the Quantum Archangel's powers is that it has intelligence and brute force, but no way of combining them. It's simply a question of mathematics. In computing terms, it has the processor and the hard drive, but no memory or cache. With only Anjeliqua's admittedly keen intelligence to draw on, it hasn't got anywhere to actually perform the calculations. It needs more processing power than Earth has seen or will ever see. Its priority therefore is to acquire such computing power.

There are a number of potentially suitable artefacts available in the universe, but the one that the Archangel has identified is Bephemeral, the greatest computational engine ever constructed. It was built by the vanished Constructors of Destiny one hundred and fifty million years ago in order to allow them to understand the universe. But when it was activated, it went insane and waged a devastating war upon creation. It was eventually locked in a time loop within a single chronon and trapped within a super-massive black hole, the Great Attractor. If the Archangel were to release Bephemeral and utilise its computational power (equivalent to Ingenuity 20, Knowledge 10, Science 8), both would become unstoppable.

THE QUANTUM ARCHANGEL

AWARENESS	7	PRESENCE	8
COORDINATION	4	RESOLVE	10
INGENUITY	5	STRENGTH	5

SKILLS
Convince 4, Knowledge 8, Science 6

TRAITS
Environmental (Major)
Fear Factor 2
Flight (Major)
Immortal (Special)
Immunity – All physical damage
Shapeshift (Special)
Special – Power of the Lux Aeterna: The Quantum Archangel has almost unlimited power to reshape reality, create and destroy matter and time itself, summon new timelines and dispel them
Time Eater (Special)
Unstoppable Force
Vortex
Weakness (Special) – The Archangel's ability to control its powers to their full potential is limited unless it has access to computational power capable of carrying out the near infinite calculations needed

TECH LEVEL: 12

STORY POINTS: 12

QUEEN MOTHER, CONSORT OF THE RED EMPEROR

(Paper Cuts)

In the summer of the Seventieth Year of the Serpent, the Draconian novice who would grow up to become the Red Emperor's Queen Consort was only twelve years old. She was present when the 1st Doctor played the Red Emperor at Sazou, a game similar to chess. In fact, she was one of the nobles and courtiers who was playing the part of a Sazou piece on the great game board in the castle gardens. In her red robes, the novice was in the role of an Acolyte in the Red Emperor's army. The Doctor later recalled that she wore a necklace made from her own eggshell and was a right little minx! When the Doctor outflanked the Acolyte using his Warchargers, the novice bit his hand and threw the TARDIS key into a fountain!

Following the death of the Red Emperor some sixty years later, the Queen Consort became the Queen Mother in anticipation of her eldest son, the Prince (*see V88*), ascending the throne. She still remembers aliens from strange warm-blooded worlds across the Empire being at court in those faraway days, before the Red Emperor followed the Doctor's guidance and sealed Draconia off from outsiders to protect his people from the Great Space Plague. The Emperor's decision lost Draconia its Thousand Year Empire overnight. But it saved Draconia.

The Queen Mother is now an old woman, but still scheming and powerful. She longs for Draconia to become an Imperial power once again and is positioning the Prince to take back the lost worlds that had originally been conquered by the First Emperor, the White Emperor, a thousand years ago. With her son on the Imperial throne, the Queen Mother will be able to work behind the scenes and influence Draconia's policies. But first she must ensure that it is the Prince who will ascend the throne and not some other upstart who may have been named by her late husband.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

When the Red Emperor ascends to Imperial Heaven in his throne (*see L82*), he is accompanied during three days of contemplation by four vigilants and the Tombkeeper, the head of the priestly order of Draconia. What nobody knows, even the priests of the order, is that the Tombkeeper is actually the Queen Mother. In her priestly role, her face is always hidden behind the red dragon mask of a ceremonial helmet that also disguises her voice so that even her own son will not recognise her. Tradition, that most revered of Draconian customs, dictates that none must know of the sacred duties of the Queen Mother.

Like almost all Draconian nobility, the Queen Mother upholds the rigid customs of her people. She will ensure that the correct observance of the vigil is carried out, culminating in the reading of the Red Emperor's decree, which will name his successor. She is aloof and formal, and she is ruthless with those who might stand in the way of her ambitions, particularly so with outsiders or those of the lower classes. Although now over seventy years of age, the Queen Mother is still full of life, her spirit undiminished.

QUEEN MOTHER

AWARENESS	3	PRESENCE	5
COORDINATION	2	RESOLVE	5
INGENUITY	4	STRENGTH	2

SKILLS
Athletics 1, Convince 4, Knowledge 4, Subterfuge 4, Survival 1, Technology 3, Transport 1

TRAITS
Alien
Alien Appearance
Authority (Major) – Queen Consort of Draconia
Code of Conduct (Major) – Draconian Traditions
Dark Secret (Major) - Tombkeeper
Indomitable
Noble
Silver Spoon
Voice of Authority

TECH LEVEL: 6

STORY POINTS: 10

RAJ KAHNU *(Planet of the Rani)*

His Regal Highness Raj Kahnu, Prince of Miasimia Goria (*see L59*), is the sole success of the Rani's Great Experiment to try to create a race of intellectual gods (*see V95*). While everyone else descended into violence and then torpor after being infected with the Rani's artificial bacteria, the Ablative (*see G1*), the infant Kahnu's mind grew extravagantly. Sixteen years later, he never sleeps or tires and works obsessively on his inventions, trying to raise Miasimia Goria up from the devastation the Rani left behind. His mind is so powerful that when Raj becomes enraged or distressed, his subconscious whips up a telekinetic storm around him.

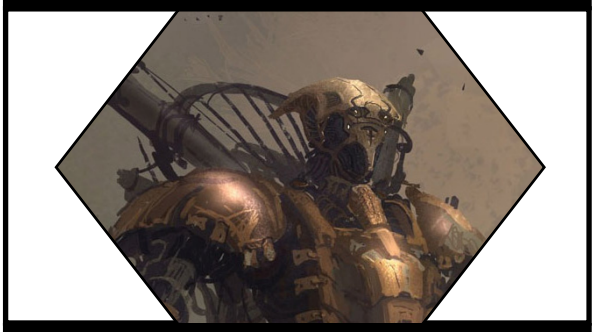
Raj Kahnu is a bizarre character, working feverishly to try to keep up with his own ideas, and flying into a rage whenever his plans do not work as he had intended. Although possessing a towering intellect, his physical body is not strong. Kahnu designed a suit of clockwork-powered armour, which his subjects built for him. He has refined it again and again over the sixteen years of his life until it is in its present form. The metal suit resembles a cockroach or bug, with armoured carapace, articulated limbs and twitching antennae. Freed from the cot in which he was confined as a youth, the Prince can now scuttle wherever he wants, even across the walls and ceilings of the Rani's former Palace which he now inhabits. The armour can be painful at times, but the mechanisms are self-winding and cope with his bodily functions. Raj Kahnu now only rarely emerges from it.

As well as an enhanced intellect, Raj Kahnu has perfect recollection and can remember his entire life. He recalls seeing the Rani (whom he refers to as his mother) when he was a tiny baby. She looked him over with her cold, emotionless eyes, made some notes and moved on to the next cot. Raj Kahnu hates the Rani for abandoning him on Miasimia Goria. Her legacy is the scientific notes she left behind, and his inheritance is the devastated world. Working without rest in the workshops of his foundry, he strives ceaselessly to rebuild it, designing and crafting new technological marvels to raise the planet above the dark age into which it is sinking. He aches to discover new things and desires to see and explore new worlds, even if that would take him away from Miasimia Goria.

Raj Kahnu is served by a pair of long-suffering counsellors who managed to avoid the effects of the Rani's disastrous experiment. He also has his Cog-roach guards. These are near mindless survivors whom Kahnu has fitted into clockwork armour similar to his own. With no independent thoughts of their own, they obey Kahnu's orders without question. They are without voice but, like the Prince, their presence is accompanied by the endless ticking and clicking of their armour.

Although he is a bizarre and unstable character, Raj Kahnu's hatred of his mother could make him an unlikely ally of anyone who is an enemy of the Rani. Among the resources available to Kahnu is the Rani's spare TARDIS, disguised as the North Wing of the Palace. Although the Rani disabled the drives, Raj has managed to change the access codes and has a degree of control over its interior.

RAJ KAHNU



AWARENESS	3	PRESENCE	4
COORDINATION	3	RESOLVE	3
INGENUITY	7	STRENGTH	2/5*

*Second number is for Kahnu in his armour.

SKILLS
Athletics 1, Convince 3, Craft 4, Fighting 2, Knowledge 1, Medicine 2, Science 4, Technology 5

TRAITS
Authority (Major) – Prince of Miasimia Goria
Boffin
Eccentric (Major) – Unstable temperament
Environmental (Minor) – Does not need to rest or sleep
Gadget (Special) – Cog-roach Armour
Insatiable Curiosity
Obsession (Major) – Technological development
Photographic Memory
Psychic – No conscious control
Technically Adept
Telekinesis – No conscious control

EQUIPMENT
Cog-roach Armour [Traits: Additional Limbs (Arms), Armour (5 points), Augment (+3 Strength), Climbing (Major), Environmental (Minor: Hermetically sealed). Story Points: 8.]

TECH LEVEL: 4

STORY POINTS: 6

THE RANI *(The Rani Elite, Planet of the Rani)*

When the Doctor was a young Gallifreyan, he was in the same year at the Academy as a number of other students who would go on to become notorious renegades. Collectively, this clique called themselves the Deca. Among these was Ushas, who quickly made her mark as a brilliant chemist and neuroscientist and took to calling herself the Rani.

Although an exceptional scientist, the Rani is totally amoral, pursuing knowledge without thought of the cost or risks to others. While still on Gallifrey, she transformed harmless mice into monsters which ate the President's cat (and took a chunk out of him too!). As a result, the Rani exiled herself from Time Lord society. She has since set herself up as the ruler of the planet Miasimia Goria (*see L59*), where she experimented on the locals to produce heightened activity but rendering them unable to sleep, resulting in social chaos (*see V94*).

In one of her more imperious incarnations, the Rani crossed paths with both the 6th and 7th Doctors, including on the world of the Romano-Egyptian Dominion (*see L71*). After she regenerated (the circumstances around which are currently unknown), the Rani encountered the Doctor on a couple more occasions – though she was surprised that it was again his sixth incarnation and not "the little chap with the hat and umbrella and the whiny friend Melanie" whom she had last met.

This new incarnation of the Rani does not possess the striking looks of her predecessor, nor quite her domineering character. That's not to say that she's no longer supremely arrogant, just that she manages to hide it better under a calmer, colder exterior. The Rani is now a slim woman, apparently in her fifties by human standards, with shoulder-length red hair. Despite her external changes, she is still obsessed with the pursuit of scientific knowledge at the cost of all else.

On the first occasion the Doctor met this incarnation of the Rani, she was posing as Professor Baxton, the galaxy's foremost moral philosopher and a leading academic at the College of Advanced Galactic Education (*see L21*). The Rani had been painstaking in her plans to replace Professor Baxton and had falsified files, rectified records, changed every reference to and picture of the real Professor in all the databases in the galaxy. Her scheme involved transferring the minds of elderly aliens into the bodies of young students using a mind exchange technique similar to Sidelian memory transfer. But her real plan was to use the minds of the brilliant students, now in their new but ancient bodies, to form a complete networked system capable of reverse engineering Chaos Theory itself. With this, she would be able to determine the tiny events that would set in motion the larger consequences she desires; releasing butterflies to create hurricanes on demand!

Following her defeat by the Doctor, the Rani was sentenced to life imprisonment in the Teccaurora Penitentiary. But even here and without her TARDIS, she was able to turn things to her advantage. Having gained parole after fifty years, the Rani quickly became the Penitentiary's new governor, using the prisoners as components in an obscene experiment designed to return her to Miasimia Goria, where she could resume control of her domain!

THE RANI

AWARENESS	4	PRESENCE	5
COORDINATION	4	RESOLVE	6
INGENUITY	9	STRENGTH	2

SKILLS

Athletics 3, Convince 3, Craft 1, Fighting 1, Knowledge 5, Marksman 2, Medicine 4, Science 4 (AoE: Biology & Chemistry), Subterfuge 4, Survival 2, Technology 3, Transport 3

TRAITS

Bio-Chemical Genius
Boffin
Doctorate – Has a +3 bonus with biology and chemistry
Feel the Turn of the Universe
Indomitable
Insatiable Curiosity
Obsession (Major) – Experimentation and biological advancement
Quick Reflexes
Reverse the Polarity of the Neutron Flow
Selfish
Technically Adept
Time Traveller – Tech Levels 1-7
Tough
Voice of Authority
Vortex
Wanted Renegade

EQUIPMENT

TARDIS (use the stats for a Modern TARDIS from *The Time Traveller's Companion*, page 115)
Tranquiliser Pistol: S(S/S/S) damage

TECH LEVEL: 10
STORY POINTS: 7

RASHAA *(Her Final Flight)*

Rashaa is an assassin and mercenary for hire who takes great pleasure in her profession. Her latest employer may be as equally unknown to the Doctor as is Rashaa herself, as he comes from the Doctor's future. Referred to only as the Agent, this shadowy figure has discovered that the Doctor will be a major opponent at some point in the future and may even cause the Agent's death – though he has been unable to ascertain precisely when and where this may happen. Consequently, the Agent has provided Rashaa with a Nekkistani time capsule (*see A76*) and hired her to go back in time and remove the Doctor from history.

Rashaa is a member of a feline species, and she is lithe and quick. Rashaa carries a fine blade which once belonged to a Rallian knight, but since she removed his head with it, she's come to think of it as her own. Rashaa is always well equipped with numerous weapons of all descriptions, many of which are very hi-tech. The Agent has promised to let her keep the Nekkistani time capsule if she succeeds in her mission.

BIOELECTRICAL IMPLANT

One of Rashaa's favoured devices is a bioelectrical implant. This microscopic gadget can be fired into a target's brain on the tip of a tiny dart. It can penetrate unprotected skin (even if the victim has the Tough Trait), but not Armour. The dart itself delivers Stun damage, and once the implant is in place, Rashaa dons a control helmet. This allows her not only to see through the eyes of the victim, but also to take control of their senses. Under her mental manipulation, they will see, hear and feel whatever she suggests via the control helmet. The illusion is so realistic that Rashaa has even been known to get her victims to kill themselves. All she has to do is make the vaguest suggestion and the victim's mind fills in the blanks.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Rashaa used an implant to make the Doctor believe the TARDIS's outer shell had been irreparably damaged and was leaking dangerous levels of chronon radiation. She planted a few seeds in his mind and allowed him to build up a picture of a Medieval-level planet around him. The Doctor even created an illusory Peri, some twenty years older than she had been on Thoros Beta (see *Mindwarp*). The only way to save Peri and the locals from the radiation leak was to close down the TARDIS so that her internal dimensions would collapse into a singularity.

Rashaa toyed with the Doctor for some time in this false reality. In the meantime, she was using the implant to force the Doctor's body to start shutting itself down. This required an additional contest of Presence + Convince each hour, and with each success delivering 1(0/1/2) damage to the comatose Doctor. The control helmet gives Rashaa a +4 bonus for this.

RASHAA

AWARENESS	4	PRESENCE	3
COORDINATION	5	RESOLVE	4
INGENUITY	3	STRENGTH	3

SKILLS
Athletics 4, Convince 3, Fighting 4, Marksman 4, Medicine 1, Subterfuge 3, Technology 3, Transport 2

TRAITS
Alien
Alien Appearance
Five Rounds Rapid
Quick Reflexes
Vortex
Weakness (Minor) – Overconfidence: Rashaa may make mistakes because of her overconfidence

EQUIPMENT
Sword: Strength +2 damage
An entire armoury of weapons
Nekkistani Time Capsule

TECH LEVEL: 8

STORY POINTS: 6

BIOELECTRICAL IMPLANT [Special Gadget]
Traits: Weapon (Special: S(S/S/S) damage), Clairvoyance; Psychic Illusions (see *The Fourth Doctor Expanded Universe Sourcebook*), Special – Bodily Shut-down (see text), Restriction – Other traits only work if dart attack successful
Cost: 6 points

RED JASPER *(Doctor Who and the Pirates)*

Red Jasper was an obscure but vicious pirate operating in the Caribbean in the early 18th Century. What little we know of this rogue is from a tale narrated by the Doctor and Evelyn (*see A6*) of their encounter with him. As they have sometimes contradictory memories of Jasper, their descriptions may not be completely accurate.

Red Jasper is captain of the ship *The Adventurer's Fancy* and its cut-throat crew. He is a cliché of a pirate and, as a minimum, has a wooden leg and a hook for a hand. In fact, Evelyn got confused and initially recalled him having two wooden legs and two hooks!

Jasper is as avaricious as most pirates and is obsessed with locating a map revealing the whereabouts of the buried treasure of Ezekiel Bones, the most feared man to sail the Caribbean. Jasper is mad and will happily torture and murder in order to obtain any information which will lead him to the treasure. He is an extremely brutal and dangerous villain and cannot be reasoned with.

RED JASPER

AWARENESS	3	PRESENCE	4
COORDINATION	2	RESOLVE	3
INGENUITY	2	STRENGTH	4

SKILLS
Convince 2, Craft (Singing) 2, Fighting 4, Marksman 3, Survival 3, Transport 3

TRAITS
Authority (Minor) – Pirate captain
Distinctive
Eccentric (Major) – Psychotically insane
Impaired (Minor x2) – Wooden leg and missing hand
Obsession (Major) – Ezekiel Bones' treasure
Repulsive
Selfish
Tough

EQUIPMENT
Hook: Strength +1 damage
Cutlass: Strength +2 damage
Flintlock Pistol: 4(2/4/6) damage

TECH LEVEL: 4

STORY POINTS: 6

DOCTOR WHO: THE MUSICAL

With the exception of *The Ultimate Adventure* (*see A11, L10*), Part Three of *Doctor Who and the Pirates* is the nearest that the series has come to a full-blown musical. So, could a similar format work within a role-playing game? There are a few things to consider first:

The Players: Not everyone is comfortable singing in front of an audience, and forcing players to sing when they are reluctant to do so will just make them embarrassed. So the right group of players is required, and they all need to agree to play along with the concept.

The Rationale: There should be an in-game reason for the characters and NPCs to occasionally burst into song. Much of *Doctor Who and the Pirates* is a story-within-a-story being narrated by the Doctor and Evelyn, with the pair adding songs to lighten the tone while progressing the narrative. *Buffy the Vampire Slayer* famously included a musical episode in which a demon compelled people to sing, and a similar plot device could be used in *Doctor Who*. Alternatively, the compulsion might be caused by the environment the characters find themselves in, such as the Land of Fiction.

The Songs: A little more preparation is needed by the players as well as the GM before sitting down to a musical game. Rather than having the players improvise songs on the spot, the group should agree beforehand on the genre of music and the GM should give the players a few hints as to the style and setting of the intended adventure. They should then each come prepared with a suitable song that they intend to sing during the game. *Doctor Who and the Pirates* used Gilbert and Sullivan songs with the words changed to make them more appropriate ("The Modern Major General" becoming "The Gallifreyan Buccaneer", for example), and the gamers could do something similar. The GM can also prepare a couple of songs for their more prominent NPCs. GM and players should try to introduce their songs at appropriate points during the game, preferably with the aid of backing tracks. At the end of the adventure, the GM can award Story Points for the best rendition, most appropriate lyrics, most seamless segue, funniest song, etc.

ROGER LOWELL *(The Ratings War)*

Programme Controller Roger Lowell has built his success by introducing such successful shows as *Young Cops in Hospital*, *Wacky Domestic Mishaps*, *Hospital Street* and *Look! Cute Animals!* The biggest show that his network broadcasts is *Audience Shares*, in which ten volunteers enter a fully equipped studio and are set challenges to see which of them has the best media skills. Each week, one contestant is voted off by the viewing public, and the winner will be announced in the series final, winning the grand prize of becoming the star of their very own docudrama. Each week, the show's host Robbie McHale whips the audience into a frenzy of anticipation outside the studio doors while they wait for each contestant to emerge, culminating in the winner at the climax of the final episode.

Audience Shares is typical of the programming that Roger Lowell has developed. Over the past few months, his network has moved to broadcasting cheap reality TV, soap operas and quiz shows. Straight after the final episode of *Audience Shares*, Lowell has scheduled the pilot for the network's newest programme, a children's show called *Beep and Friends*. To ensure the maximum viewing audience for the final of *Audience Shares*, Lowell has secretly arranged for the rival network to be sabotaged, taking them off the air so that over 80% of the viewing population tune in to his network

Roger Lowell hasn't achieved his success on his own and there is much more at stake than mere viewing figures. For the past six months, Lowell has been the puppet of the villainous Beep the Meep (see *The Fourth Doctor Expanded Universe Sourcebook*). Beep has enslaved Lowell using Black Sun Radiation and taken over control of his network. During his last encounter with the Doctor, Beep was left trapped within the celluloid of a Lassie film and now believes that humans crave a diet of cuteness and sentimentality. So that is what he has provided them with.

Beep has realised that his use of Black Sun Radiation on a small scale provides him with too few slaves to form an effective army. So he has installed a device within the broadcast equipment which will beam subliminal messages to the viewers of *Audience Shares*, making them all his slaves. And during the subsequent broadcast of *Beep and Friends*, his new army will be instructed to kill all those who are not under his control.

Although he outwardly shows no sign of this, Lowell is under Beep's absolute control. Beep has used a more refined version of his Black Sun Radiation than previously, so that Lowell behaves normally and doesn't have the solid black eyes of Beep's usual slaves. He is an affable if slightly smug TV executive from America, now working in Britain. If he were to break free of his brainwashing, Lowell would be horrified by what he has done. When he has fully recovered from his ordeal, he might even return his network to fulfilling its original remit: to inform, educate and entertain!

ROGER LOWELL

AWARENESS	3	PRESENCE	4
COORDINATION	3	RESOLVE	2
INGENUITY	3	STRENGTH	3

SKILLS
Athletics 1, Convince 4, Craft (Media) 5, Fighting 1, Knowledge 2, Marksman 1, Subterfuge 2, Technology 3 (AoE: Broadcast Technology), Transport 2

TRAITS
Charming
Dark Secret (Major) – Thrall of Beep

TECH LEVEL: 5

STORY POINTS: 4

SAFIRA VALTRIS *(Breaking Bubbles)*

Safira Valtris is a member of the Imperial Family. In fact, she deposed her cousin the Emperor and ruled for almost ten years. But Safira was betrayed by people who cared more about glory and titles than the good of the Empire. With their support, the Emperor was able to retake the throne. Fortunately for Safira, it was not the done thing to have her executed. After all, one cannot be seen to be executing members of the Imperial Family, no matter what crimes they have committed. Instead, Safira Valtris has spent the last seven years being shunted from one prison planet to the next, a means of trying to prevent her supporters from mounting a rescue attempt.

Safira has spent a considerable amount of her incarceration on prison transport ships, and so they have been made as tolerable for her as possible during the long voyages between planets. When the Doctor and Peri met her, Safira was on a ship that measured 5 kilometres from end to end. It is equipped with holosensory recreation projectors to create the appearance of a large formal garden on the main deck, similar to those of the chateaux of France. The garden was designed in part by Safira herself, using her botanical knowledge to recreate plant species indigenous to her homeworld. There is even a pagoda in which she enjoys taking tea during the periods she is allowed out of her cell. The Imperial Palace is also recreated here in holographic form, complete with its extensive library.

When she overthrew her cousin, Safira started a war that went on for years and spread across dozens of worlds. She opposed her cousin as he squanders his days on devising fanciful entertainments, leaving the actual running of the Empire to officials who are concerned only with accumulating wealth and power. Safira's enemies accuse her of having bombed whole planets into dust just to get what she wanted. But is that the whole truth?

Safira is a very intelligent and cultured woman and possesses a high level of technical knowledge. She is desperate to escape her imprisonment and has rebels still loyal to her cause who would come to her aid. Although she has caused death and destruction in the past, she wants to negotiate a peace settlement with the Emperor. She believes she cannot do this while a prisoner. But perhaps she can be persuaded that a bloodless escape would leave her in a better negotiating position than one which resulted in more deaths.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Actually, Safira has the means of her escape already on board her latest prison transport, with a rebel warship ready to rendezvous and take her away. Thanks to an appallingly large bribe and one highly unscrupulous electrical engineer, Safira has control over the ship and the holographic projection within it. Certain components were concealed within the projection, inside the books in the palace library. When assembled, she will have a gun and a communicator.

Further, with control over the holographic projectors, Safira hopes to trick her prison guards into entering her cell and then thinking that they have exited when in fact they are themselves locked up. If she succeeds, she may indeed be able to execute a bloodless escape.

SAFIRA VALTRIS

AWARENESS	3	PRESENCE	4
COORDINATION	3	RESOLVE	3
INGENUITY	5	STRENGTH	2

SKILLS
Convince 4, Craft 2, Fighting 1, Marksman 2, Science 3 (AoE: Botany), Subterfuge 2, Technology 4, Transport 1

TRAITS
Adversary (Major) – The Emperor and all the people she has wronged over the years
Friends (Major) – The rebels
Noble
Technically Adept
Voice of Authority

TECH LEVEL: 6

STORY POINTS: 6

SANCREDA *(The Spectre of Lanyon Moor)*

The Tregannan are a particularly unpleasant bunch of planet-hopping colonists from the Spurian system. Millions of years ago, they found a way to regulate the electrical activity of their brains with the help of certain psycho-active minerals found in their part of the galaxy. As a result, their entire technology is based on psionic energy, and they possess powers of telepathy, telekinesis, teleportation, shapeshifting and perhaps more. Their ships are armed with psionic cannons capable of atomising planets. Tregannan do not, however, have powers of mind control.

Eighteen thousand years ago, one Tregannan was left stranded on Earth. Sancreda had been collecting geological samples on what is now Lanyon Moor (*see L52*) in Cornwall, when he came under attack by a pack of wolves. The creatures tore the focusing amplifier from Sancreda, leaving him unable to initiate a telekinetic transfer to the ship before it took off. Stranded on Earth, Sancreda retreated into a dormant state, becoming an incorporeal being of psionic energy that occasionally haunts the moors. With a lifespan of hundreds of thousands of years, the passing centuries mean little to Sancreda.

Over the millennia, any disturbances on the Moor have led to releases of Sancreda's powerful psychic energies, leading to madness, death and destruction. Recently, the activities of Sir Archibald Flint, local aristocrat, have been tapping into Sancreda's psionic powers, making the alien more active. Sancreda manifests initially as a malevolent chuckling, then as dots of light like fireflies, and finally as a hideous imp-like creature, three-feet tall but strong and sinewy, with a repulsive, grinning visage, like something out of Grimms' Fairy Tales. He can use his psychic powers to literally tear his victims apart.

Sancreda is a vengeful creature. Believing himself to have been abandoned by his brother Scryfan, he intends to summon the ship back to Earth and kill him. But without his focusing amplifier, Sancreda's powers are much reduced. The amplifier is a cyber-surgical implant worn on the body which slots into Tregannan equipment and boosts their psionic power over great distances. Sancreda's has ended up in a museum in Athens, having found its way there in antiquity and is now believed to be a Celtic artefact. If he can recover his amplifier and summon the ship back to Earth, Sancreda will be able to draw on its store of psionic energy and assume physical form as the ship gets closer.

But even if Sancreda can somehow recover the amplifier (and he has a human agent working on doing so), it is missing its menantolian induction loop, a small disc of stone with a hole in the middle. Without this, he will not be able to summon his brother's ship back to Earth to exact his revenge. Sancreda views all humans as insects and will likely take out his wrath on the inhabitants of Earth!

FOCUSING AMPLIFIER [Major Gadget]
Traits: Augment (+3 Resolve), Restriction – Requires Psychic Trait
Cost: 2 points

SANCREDA

AWARENESS	5	PRESENCE	4
COORDINATION	3	RESOLVE	4
INGENUITY	3	STRENGTH	2

SKILLS
Convince 3, Knowledge 2, Marksman 3, Science 2, Subterfuge 1, Survival 3, Technology 4, Transport 2

TRAITS
Alien
Alien Appearance
Fear Factor 2
Immaterial (Major Bad) – Can only materialise physically when a Tregannan ship comes within 1 parsec
Natural Weapon (Major) – Telekinetic Attack: Contest of Resolve + Presence to deliver Resolve damage
Psychic
Shapeshift (Special)
Size – Tiny (Minor)
Telekinesis
Telepathy
Teleport

EQUIPMENT
Psionic Blaster: L(4/L/L) damage

TECH LEVEL: 7
STORY POINTS: 8

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Unknown to Sancreda, Scryfan died eighteen thousand years ago, killed by a stray shot from Sancreda's blaster as he defended himself from the wolves. The ship took off on automatic. By the 1990s, all that is left of Scryfan are some fragments of bone recovered by the archaeologists investigating the moors.

SARAH SWAN *(Blue Box)*

We will call her Sarah Swan. Her real name is in the government's files as a casualty in the secret war to keep America safe, but we will call her Sarah Swan. In the late 1970s and early '80s, she was one of the best-known hackers in Washington D.C., if not the entire United States, in both senses of the word. Swan was not only an accomplished programmer and head of development at an innovative defence contractor. She was also a computer criminal, perpetrator of illicit electronic acts both great and small, respected and even feared by her fellow hackers, crackers, and phreaks.

Swan is a woman in her late thirties, with platinum blonde hair trimmed back severely. Her eyes are a hot blue, usually singularly focused.

Whatever you do, you do not cross Swan. You do not argue with her on the computer bulletin boards where hackers discuss their adventures. You do not flame her on the new-born Usenet, BITnet, or the Multiple User Dungeon she prefers for secret meets. Because if you do, Swan will do something to your phone. She might change its listing to that of a payphone, so that when you tried to make a call from your own living room, your phone demanded a quarter. She might forward your home number to her own phone and heap abuse on your callers, or to the weather recording, or to a pizza parlour. Or maybe she would break into your school's computer and change all your grades to an F. A hell of cancelled credit cards, false alarms to 911 and fake pizza deliveries. Perhaps a beating with a baseball bat. Swan's bullying was always calculated and precise, tit for tat. Just how many of these horror stories actually happened, and how many are urban legends is up for debate, but just in case... you do not cross Swan.

And that's the small stuff. She was also credited for bigger cyber-attacks, costing companies thousands of dollars in lost time by crashing their computers with efficient code. Sometimes merely because they gave a contract to someone else. And if she didn't do those things, she let people think she did. The reputation of power is power.

In 1981, Sarah Swan came into the possession of an alien supercomputer component (*see G15*), through an underground auction, but it was stolen by the Doctor before she was done unlocking its secrets. Knowing where another component was, she stole it to retain her access, but it had by then evolved into a creature known as the Savant. Believing it was the result of a secret government programme, she scoured the ARPAnet for its instruction manual, thereby giving the creature dangerous access to all the computers connected to it. By the time the Doctor unplugged her computer from the 'net, she was already using the Savant to hack people's minds and make them obey her commands.

SARAH SWAN

AWARENESS	4	PRESENCE	4
COORDINATION	3	RESOLVE	4
INGENUITY	4	STRENGTH	2

SKILLS
Convince 2, Fighting 2, Knowledge 3, Science 2, Subterfuge 4, echnology 4 (AoE: hacking and phreaking), Transport 2

TRAITS
Arrogant
Code Breaker
Indomitable
Insatiable Curiosity
Obsession (Major) – Learn the secrets of the Savant
Owed Favour (Minor) – Her work as a hacker means there will always be someone who owes her a favour, or who she has targeted with blackmail (use once per game session)
Stubborn
Technically Adept
Wanted (Minor) – The U.S government would be very interested in her activities if they could only prove them

EQUIPMENT
Sarah Swan has all the electronic devices she might need (computers, modems, police scanners, etc.); at one point, she had possession of the Savant

TECH LEVEL: 5

STORY POINTS: 12

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The Doctor eventually catches up to Sarah Swan and uses an Eridani Interrupt command to disable the Savant. The resulting Psychic feedback puts her in a near-catatonic state. She now resides at the Bainbridge Hospital for the mentally-ill where, according to conspiracy nuts, those who know too much are housed.

SARAQUAZEL *(Millennial Rites)*

Saraquazel is a being from the universe that will follow ours, a universe with very different physical laws. He has made the leap back across the Big Crunch that will wipe away the current cosmos in untold billions of years' time and finds himself stranded in our dimension.

Saraquazel's journey was not intentional. In the pink void of his own universe, Saraquazel was drawn into a pan-dimensional vacuum emboitment, a hole in the fabric of reality that tears through the underspace tunnels connecting one star system to the next in his dimension. Dragged into the maelstrom, he emerged into our universe only to find himself trapped in a frozen moment of time somewhere above the planet Earth. Probabilistic echoes of himself smeared backwards and forwards through time over a period of fifty years, until they died away in whispers. The physical laws of Saraquazel's native universe are totally incompatible with those of the dimension in which he is now stranded. Indeed, the only reason why he still possesses self-awareness is that an infinitesimal bubble of his own spacetime is trapped with him.

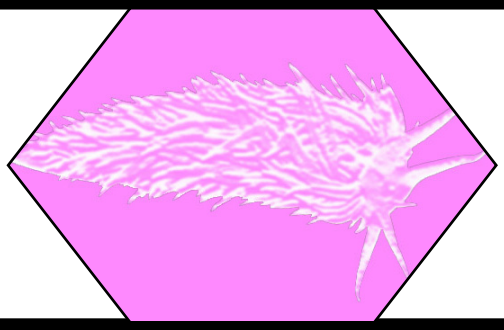
The journey through the emboitment has transformed Saraquazel's natural form of twenty-seven dimensions into a rigid lattice of mental energy served by a paltry eleven. He is capable of a tortured awareness, allowing his mind to wander the aether in a manner similar to the disembodied Great Intelligence (see *The Second Doctor Sourcebook*), but he is unable to physically influence the world around him.

While casting his consciousness over the ball of cold, solid matter that he is trapped above, Saraquazel sensed fragments of quantum mnemonics, the higher science which his own people use to manipulate reality. The fragments are incomplete, corrupted almost to the point of uselessness; but with Saraquazel's great intellect, it would be possible to derive an equation which would recreate a limited region of his own physical laws.

To do this, however, would necessitate physical interaction with the cold sphere beneath him, and Saraquazel's telekinetic abilities are stunted in this reality. He has contacted another agency to assist him, one of the limited yet resourceful intelligences that swarm over the planet below. For twenty years, he has urged and cajoled, directed and instructed, watching as his chosen instrument, Ashley Chapel (*see V7*), has collected the brief snatches of quantum mnemonics from every region of the planet. Since his initial contact, Saraquazel has been forced to follow Chapel's own timeline in a linear fashion, waiting for the human to complete the Millennium Codex that will change the physical laws of the local region, making them compatible with his form.

In his own universe, Saraquazel has a totally alien form comprising a tessellated torso driven through the rainbow atmosphere of his home world by iridescent rudders. Trapped above the Earth, he is incorporeal and undetectable except as a massive quantity of potential energy. If his plan succeeds and Ashley Chapel launches the Millennium Codex, Saraquazel will manifest as a golden humanoid of imposing bulk and with the head of an antelope. Saraquazel has promised Chapel that he will usher in a period of peace and prosperity for the Earth (*see L44*). But in fact, he merely intends to find a way home.

SARAQUAZEL



AWARENESS	3	PRESENCE	5
COORDINATION	N/A	RESOLVE	6
INGENUITY	8	STRENGTH	N/A

SKILLS
Convince 5, Knowledge 5, Science 6, Subterfuge 4, Technology 4

TRAITS
Alien
Alien Senses – Quantum Mnemonics
Clairvoyance
Immaterial
Immortal (Major)
Indomitable
Invisible (Special Bad)
Psychic
Telepathy

TECH LEVEL: 12

STORY POINTS: 12

SCAVENGER *(Scavenger)*

+++IDENTIFICATION+SCAVENGER+++SYSTEMS+RESUMING+++

Scavenger first appeared in Earth's skies over the city of Lahore in the year 1600. It is a satellite-sized weapon which was sent by its unknown alien masters in order to acquire high technology. To do this, it needed local knowledge and, after rejecting the Crown Prince Salim (*see A71*), it chose his slave girl Anarkali as its new host, whose memories it would assimilate. Once Scavenger analysed Anarkali's knowledge, it realised that it was not going to find anything useful in the 17th Century. So it took itself back into high orbit and placed itself in dormant mode, its implacable machine mind deciding that it should wait until Earth's technology was sufficiently developed to be worth scavenging.

In 2071, the Indian Space Research Agency is launching Salvage 2 on a mission to clear the millions of items of debris in orbit around the Earth. And somewhere among them is Scavenger. Anything unusual detected by those of Scavenger's sensors that remain in a state of low-level activity risks rousing it from its centuries-long sleep and resuming its mission.

+++STAND+BY+++SCAVENGER+SYSTEMS+REBOOTING++ +NAVIGATION+++PROPULSION+++WEAPONS++WEAPONS+ ONLINE+++SCAVENGER+SECURING+DEFENCE+PERIMETER+++

Scavenger is an unremarkable silver cylinder. Its sensors allow it to analyse other craft to detect any useful technology they may contain and then teleport them to within itself where it can disassemble them and repurpose their components for its own use. By doing so, it can take on new weapons or communications arrays or pretty much anything else it desires. Scavenger can also scan organic lifeforms to enable it to locate suitable hosts from whom it can extract useful information.

The interior of Scavenger is not suited for crew or passengers. There is normally no atmosphere and the temperatures are sub-zero. Any prospective host teleported aboard materialises to a small space within two metal walls, squeezed tight to keep them immobile while Scavenger starts the process of assimilating their mind into its systems. It only needs to keep its new host alive for an hour while this happens and so acquires only enough breathable atmosphere to last until the process is complete, then rejects the asphyxiated corpse.

+++IDENTIFICATION+HOST+REPLACED+++HOST+ UPDATED+++PURGING+PREVIOUS+HOST+++

As well as the host's memories, Scavenger's system also downloads their personality. So, in a sense, Anarkali is still alive within it as a disembodied consciousness separate from the computer mind. She is in communication with Scavenger and will also be able to make mental contact with any new host brought on board, until she is purged as obsolete.

Scavenger is not capable of being reasoned with. It is a computer entity with a clearly defined mission which it will carry out to the best of its ability. Only if it can be convinced that a certain course of action is in its interests will it deviate from its mission, and then only until it can resume. It may be possible to change Scavenger's mission parameters, perhaps by somehow reprogramming it or tricking it into assimilating computer technology programmed with a different mission of its own. But if Scavenger re-enters the Earth's atmosphere in search of technology, it is likely to view mankind as a threat and try to eradicate it.

+++CYCLING+EMITTERS+++CALCULATING+FIRING+ SOLUTION+++WEAPONS+CYCLING+++RANGE +FINDING+++TARGET+FOCUSING+++FIRING+++

SCAVENGER
Armour: 10 **Hit Capacity:** 30 **Speed:** 10*

Traits: Assimilation**, By the Program, Networked, Scan, Teleport, Travel
Weapons: Laser Array, 10(5/10/15) damage

*Add the A.I.'s Transport Skill to this score, then multiply the total by 100 to determine Speed in space.
**New Traits and weapons may be added from time to time as Scavenger assimilates other technology.

Scavenger's AI:
Attributes: Awareness 5, Coordination N/A, Ingenuity 1, Presence 1, Resolve 6, Strength N/A
Skills: Knowledge 4, Marksman 4, Medicine 3, Science 4, Technology 5, Transport 5
Traits: By the Program, Data Storage, Environmental (Minor: Unaffected by vacuum and extremes of cold and heat), Machine, Robot, Special – The A.I. is part of the infrastructure of Scavenger; the two are the same entity
Tech Level: 7 **Story Points:** 6

ANARKALI (THE HOST)

Attributes: Awareness 5, Coordination N/A, Ingenuity 3, Presence 3, Resolve 3, Strength N/A
Skills: Convince 1, Knowledge 3, Technology 1
Traits: Charming, Environmental (Minor) – Unaffected by vacuum and extremes of cold and heat, Networked (Major) – Can use this to access Scavenger's data files or contact other hosts, Weakness (Special) – No physical existence; exists only in the Scavenger's systems
Tech Level: 3
Story Points: 6

THE SEMESTRAN INTERLUDE *(Voyage to the New World)*

According to the TARDIS information system, the Semestran Interlude are a chameleonic species detected in the cloud systems of Galaxy 4. They are a normally harmless species with a collective intelligence. Their natural form is unclear but is likely to be a largely incorporeal gaseous mass. Individual members of the Interlude (insofar as individuality has any meaning for them) form symbiotic relationships with hosts of other species, feeding off the hosts' life energies. These relationships border on the parasitic as there seems to be little benefit to the hosts. As the Interlude are largely insubstantial, so the hosts also become insubstantial as they are "infected" and parasitized by the Interlude. From their hosts' characteristics, the Interlude adopts their pattern of behaviour, and their reactions to the rest of a species will be moulded by the characteristics of the first example of that species they encounter.

The Semestran Interlude do not seem to have any technological capability. It is therefore unknown how members of their kind travelled to Earth, but at some point in the past a group found itself on the island of Croatoan off the coast of what is now North Carolina (*see L70*). Initially, they preyed on the Croatoan tribe who lived there and the Algonquin who occasionally visited the island. But the Algonquin eventually managed to agree a truce with the Interlude. In their place, they offered the Norsemen who had reached North America and were raiding the native settlements.

The initial symptom of infection by the Interlude is a sensation like a pinprick or an insect bite, which spreads to become an itching all over the skin. The victim will start to see phantom children who are invisible to those not similarly infected. As a fever takes hold, the victim starts to rave, before finally vanishing into nothing. In game terms, the victim must make a Presence + Resolve roll against the Interlude as they attempt to infect a host, with an additional roll for each hour of infection as it spreads. For each lost roll, the victim takes 1(1/1/2) points of damage to their Resolve. When Resolve reaches zero, the victim vanishes.

From the victims' point of view, they pass out and awaken in a stockade on Croatoan, each one having acquired their own spectral child-like companion, the Interlude in the form of a Child of Croatoan. The victim is doomed to spend the rest of their days on Croatoan, invisible to any other humans they might encounter, and incapable of escaping their Child. No matter how fast they might run or where they might hide, the Child will always be with them. The victim is physically unable of leaving the island, and if any attempt is made to harm a Child of Croatoan, it is its host that will receive any resulting damage.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

In 1590, Sir Walter Raleigh (*see A74*) managed to gain access to the TARDIS and caused the creation of a timeline in which the Semestran Interlude was able to infiltrate Roanoke Colony, infecting the settlers and spiriting them away to Croatoan…

CHILD OF CROATOAN

AWARENESS	3	PRESENCE	3
COORDINATION	4	RESOLVE	4
INGENUITY	2	STRENGTH	N/A

SKILLS
Convince 1, Subterfuge 4

TRAITS
Alien
Alien Appearance
Immaterial (Major Bad)
Infect
Invisible (Special) – Only visible to those already infected
Networked (Major)
Shapeshift (Special)
Special – Parasitic Attachment: No matter how hard they try, a host cannot escape from their Child; the host also takes any damage aimed at the Child

TECH LEVEL: N/A

STORY POINTS: 1-3

SENÉNET *(Business Unusual)*

SenéNet is an Anglo-French private company based in Ashdown Forest in Sussex, and is an up-and-coming name in the computer-games console market when the Doctor arrives in nearby Brighton in 1989. It is a company with some amazing technology which is so advanced that it warrants investigation by UNIT, on the sly naturally, before other games manufacturers begin to kick up a fuss. Which is how Brigadier Lethbridge-Stewart, formerly of UNIT, now of Brendon School, has gone missing after paying a visit to SenéNet's offices.

SenéNet's headquarters had, once upon a time, been a fine Tudor home to some local aristocracy. Now refitted as the offices of a successful IT company, the Manor is crying out to be restored as a dwelling and have the trappings of its recent modern conversion ripped out. The company's managing director is one Martyn Townsend (*see V64*). Although the Doctor would not recognise his name, he would certainly recognise his pale face. Almost twenty years before, Townsend had been an employee of Department C19 (see *The Third Doctor Expanded Universe Sourcebook*), and had used the Vault to sequester alien technology for his own purposes. The 3rd Doctor had uncovered his plans, but Townsend had escaped.

The more usual public face of SenéNet is Mr Jones, the company's executive officer. Typically dressed in a dark Armani suit, with an Armani shirt, Armani tie and Armani shoes, Jones smiles with the complete insincerity of an Armani model. The dark suit contrasts nicely with his tanned skin and thin blond hair cut into a French crop. Although he looks younger, he is probably in his early forties. As a younger man, Jones was one of Townsend's operatives during his days with Department C19, and he is known to the authorities in Europe and North America as a professional assassin and wanted murderer. A keenly observant eye will detect a slight bulge in the otherwise smooth curves of his jacket, the tell-tale sign of a handgun in a shoulder holster.

SenéNet's head of research is Dr Irma Krafchin. She makes for a bizarre sight, being both very stout and tall. Usually dressed in blouse, cardigan and short tweed skirt, her little stumpy legs are strapped into brown sandals. Around her neck, a pair of glasses hang on a bronze chain, and her hair is pulled up in a ferocious bun. Her eyes are completely dead of emotion, giving her a look more like the librarian from hell than a scientist.

Dr Krafchin is another name from Townsend's time at the Vault, being the scientist who operated on Ciara and Cellian (*see V47*) to enhance them with Auton technology. In fact, Ciara and Cellian are also here, as members of SenéNet's security staff. And patrolling the grounds of the Manor is one final survivor from the Vault: the creature known as the Stalker (see *The Third Doctor Expanded Universe Sourcebook*), a ferocious hound which has been mutated by exposure to Stahlman's gas.

If SenéNet were just another operation set up by Martyn Townsend, it would be dangerous enough. But the real truth behind the company could prove fatal for all life on Earth…

DR KRAFCHIN

AWARENESS	3	PRESENCE	5
COORDINATION	2	RESOLVE	4
INGENUITY	5	STRENGTH	5

SKILLS
Convince 2, Fighting 2, Medicine 5, Science 4 (AoE: Biology & Chemistry), Technology 5

TRAITS
Alien
Armour (5 points)
Bio-Chemical Genius
Boffin
Distinctive
Immunity – Bullets
Networked (Minor)
Technically Adept

TECH LEVEL: 5

STORY POINTS: 4

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Martyn Townsend is himself just another employee of the real managing director of SenéNet: the Nestene Consciousness, or a part of it at least. The Nestenes have promised Townsend a new body based on Auton technology to replace his failing cybernetic one. They have already manufactured the body, and all that Townsend needs is a source of psychic energy which can facilitate the transfer of his mind into it. He is wilfully blind to the fact that the Nestenes have no intention of completing their side of the bargain and just view him as a disposable asset.

Whatever happened to the original Dr Krafchin is unknown. But the one working at SenéNet is an Auton replica. Although Townsend believes that Krafchin's need for subjects with psychic abilities is connected to his new Auton body, it is actually part

of the Nestenes' own plans. Krafchin has a Nestene energy unit within her torso, and she intends to reunite this and two other isolated units which have been stranded on Earth with the main Consciousness. The Nestenes are also planning another attempt at conquering the Earth, this time using SenéNet's new games consoles, through which they will be able to download themselves to every home on the planet!

In the meantime, Dr Krafchin has operated on a number of humans to create drone slaves to act as walking puppets for the real managing director. When not being controlled, the drones appear to be totally normal. But at a signal from their Nestene-created personal stereos, they put the earphones on and become tools for their masters once again, receiving a series of mental instructions that they cannot disobey. Krafchin has upgraded Ciara and Cellian so that they control the drones by mental command.

MR JONES

AWARENESS	4	PRESENCE	4
COORDINATION	3	RESOLVE	4
INGENUITY	3	STRENGTH	3

SKILLS
Athletics 2, Convince 2, Fighting 4, Marksman 4, Subterfuge 3, Survival 3, Technology 1, Transport 2

TRAITS
Attractive
Five Rounds Rapid
Wanted (Minor)

EQUIPMENT
Pistol: 5(2/5/7) damage

TECH LEVEL: 5

STORY POINTS: 2

NESTENE DRONE

AWARENESS	2	PRESENCE	2
COORDINATION	2	RESOLVE	3
INGENUITY	1	STRENGTH	4

SKILLS
Athletics 2, Fighting 2, Subterfuge 1, Technology 3

TRAITS
Enslaved
Face in the Crowd
Networked (Major)

TECH LEVEL: 5

STORY POINTS: 1-2

SHA'OL AND KARTHAKH *(Mission: Impractical)*

Sha'ol and Karthakh are a surprisingly mismatched pair of ruthless bounty hunters from the 60th Century. Sha'ol is a Tzun, while Karthakh is a member of the Veltrochni, the race that effectively consigned the Tzun to extinction (see *The Second Doctor Expanded Universe Sourcebook*). They should be natural enemies, but they are not. They're not exactly friends though, preferring to consider each other as comrades. But it's still an odd match.

Thousands of years ago, the Tzun carved out an empire for themselves, the Tzun Confederacy. Because of damage to their DNA incurred in a war against the Darklings of Yuggoth, the Tzun were forced to become masters of genetic science. Pure-blood Tzun are similar to humans, but they created two new genetically different clans, the S'Raph and the Ph'Sor. Whereas the Ph'Sor are Tzun hybrids, the results of combining Tzun genetic material with that from the races they conquered, the S'Raph are still pure-blooded. But they are genetically modified to make them more suited to be starship crew members.

Sha'ol is a S'Raph Tzun, enhanced to enable him to better withstand acceleration pressures and to see into the IR and UV spectrums. Like all S'Raph, Sha'ol resembles the classic Greys of UFO mythology. He is a small figure with a large domed head whose main features are a pair of almond-shaped eyes of impenetrable blackness. He does not need to sleep or excrete, instead recycling his own body waste. As a S'Raph, Sha'ol is able to access the memories of his ancestors, which have been passed down to him in his RNA. Sha'ol is the last known pure-blood survivor of his race and is now several thousand years old. His weapon of choice is a disruptor in the form of a crystalline rod.

Sha'ol's partner in crime, Karthakh, is strikingly different to the diminutive Tzun. His people, the Veltrochni, are one of the oldest known races in the universe. Karthakh is around eight feet in height, which isn't especially tall for a Veltrochni. He has brown reptilian skin, patterned with a red and black mottling, and his knee joints are at the back of his legs. Gently wavering quills run from the crown of Karthakh's head and down his neck, forming a ridge down his back. He is usually armed with a rifle that fires polycarbide bolts with deadly accuracy. The Veltrochni are generally pack creatures with strong bonds to their families, which makes Karthakh even more unusual for having abandoned his.

The planet Veltroch was invaded by the Tzun Confederacy in 2172. But the packs joined forces to force the invaders off their world. The Veltrochni Dragon Class Cruisers were armed with quantum lances powerful enough to penetrate even the terullian hulls of the Tzun Stormblades (see *The Fifth Doctor Expanded Universe Sourcebook*). They attacked the occupied planets of the Confederacy and rendered the Tzun homeworld uninhabitable. The Tzun's damaged DNA rendered them unable to reproduce without access to their genetic technology, and they were therefore condemned to the slow descent towards extinction that has resulted in Sha'ol being the last of his kind.

SHA'OL

AWARENESS	4	PRESENCE	3
COORDINATION	4	RESOLVE	4
INGENUITY	4	STRENGTH	2

SKILLS

Athletics 2, Convince 2, Fighting 3, Knowledge 3, Marksman 5, Medicine 1, Science 3 (AoE: Genetics), Technology 3, Transport 4 (AoE: Spacecraft)

TRAITS

Alien
Alien Appearance
Alien Senses - Infrared and ultraviolet vision
Environmental (Minor) - Does not need to sleep or excrete waste, and can survive rapid acceleration and high pressure environments with no ill effects
Last of My Kind
Quick Reflexes
Sense of Direction
Special Trait – Ancestral Memory (Special): Sha'ol has a +4 bonus on all Knowledge rolls involving Tzun history and culture
Time Traveller – Sha'ol has lived through Tech Level 7
Weakness (Minor) - Vulnerable to genetic attacks, having -4 to resist anything affecting his DNA

EQUIPMENT

Disruptor: S(S/S/S) or L(4/L/L) damage
Time Ring [Traits: Vortex, Restriction – Time Travel Without a Capsule. Story Points: 3.]

TECH LEVEL: 8

STORY POINTS: 4

Despite the shared history of their species, Sha'ol and Karthakh make a good team and they have earned themselves a fearsome reputation in the 60th Century. Sabalom Glitz even claims that his father used them as bogeyman figures to get him to behave as a child. When the mysterious Mr Zimmerman (actually the Valeyard) took out a bounty on the Doctor, he provided Sha'ol and Karthakh with a time ring each so that they could follow their quarry through time and space if necessary, even allowing them to board the TARDIS while in flight.

STRANGE BEDFELLOWS

While villains, Sha'ol and Karthakh are a good example of how our biases about certain races shouldn't affect the kinds of characters we want to create and throw together in the TARDIS (or, for the Gamemaster, in a villainous alliance).

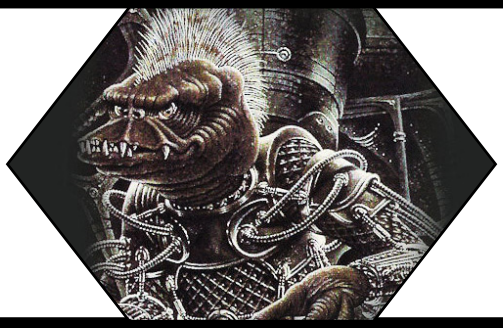
The extreme of this idea is "the Dalek aboard the TARDIS". Many Gamemasters probably have war stories about players asking to play just that. Before saying no – which is a completely legitimate answer – you should consider what this could bring to the campaign, and what steps should be taken to make such a character viable. Is our example's Dalek a mutation, the sole good Dalek in the universe? Is it a prisoner in the Time Lord's care forced to atone for its crimes, but still angry and malevolent? Has its weapon been removed, deactivated or weakened? What is its story?

If there's no story, there's no point in accommodating that player. But if there is a story, why not give the player the chance to tell it? The television series has several examples of companions and allies recruited from the ranks of the baddies: The Paternoster Gang features both a Silurian and a Sontaran. The 11th Doctor apparently travelled with the head of a Cyberman for a while, an alternate version of the 9th with an android version of the Master, and the 12th shared a few adventures with Missy herself.

Think in terms of group dynamics. A Sontaran in the TARDIS crew might not be that interesting to you, but what if another crew member is a Rutan? If you have a treacherous human in the group, why not contrast them with an honourable Draconian? This is a formula that applies even if all the companions are human. Incompatible historical eras or cultures actually offer a built-in character arc, as misunderstandings and an eventual rapprochement is role-played with the adventures as a background for the "coming of age" of new time travellers.

The same idea can be used for villains, and indeed, this was the format for many Master stories in the UNIT era. The wicked Time Lord would ally with the Axons, the Sea Devils, the Autons, the Daleks, etc. and would be betrayed by them, or if he was lucky, get a chance to betray them first. Hey, villains are villains. But while they are in their uneasy alliance, it's a chance for the Gamemaster to play the cracks showing, the cattiness, and so on, according to the villains' personalities, and for the players to exploit those cracks. And sometimes, perhaps very rarely, they'll be just like Sha'ol and Karthakh: the best of friends.

KARTHAKH



AWARENESS	5	PRESENCE	4
COORDINATION	4	RESOLVE	4
INGENUITY	3	STRENGTH	9

SKILLS
Athletics 3, Fighting 4, Knowledge 1, Marksman 5, Subterfuge 3, Survival 3 (AoE: Forests), Technology 2, Transport 3

TRAITS
Alien
Alien Appearance
Alien Senses – Super-acute hearing and smell
Brave
Climbing (Minor)
Eccentric (Minor) – Veltrochni loner
Fear Factor 1
Natural Weapons – Claws: Strength +2 damage
Tough

EQUIPMENT
Polycarbide Rifle: 6(3/6/9) damage
Time Ring [Traits: Vortex, Restriction – Time Travel Without a Capsule. Story Points: 3.]

TECH LEVEL: 8

STORY POINTS: 4

THE SHAPE-SHIFTER *(Bedtime Story)*

The creature known only as the shape-shifter was lost in the darkness for eons. Eventually it fell to Earth in the 17th Century and found the people so emotional that it was drawn to them like a moth to the flame. In 1695 or thereabouts, it met Tobias Williams. It took human form and fell in love with him.

The pair were to be wed. But the shape-shifter made the mistake of telling Tobias what she really was. Shocked by the revelation, Tobias spurned her. He publicly accused her of witchcraft and watched as she was burnt at the stake. For the shape-shifter, the burning inside was far worse than the flames, as her true form cannot be destroyed by such a primitive element. She escaped and swore that Tobias Williams would never be happy.

The shape-shifter watched as Tobias met and fell in love with somebody else. A year later, she took the form of a humble maid and listened at the door as his wife read his new-born son a bedtime story, *Sleeping Beauty*. Hearing this tale, the shape-shifter decided on the fate of Tobias and his descendants. Using her skill with poisons, she prepared potions capable of inflicting a living death on those who drink them. Only a drop or two in their tea or their beer and a victim suffers what appears to be a fatal seizure. But they are not dead, only frozen in a parody of death, unable to move or speak, but aware. It is a form of temporal stasis, as sensed by anyone with Feel the Turn of the Universe (and succeeding at a Difficulty 9 Awareness + Ingenuity roll). But it only affects the body, not the mind. Declared dead, each victim is buried alive, remaining awake for a hundred years. After that, they recover but quickly die of asphyxiation in the confines of their coffins.

The shape-shifter is long lived, far longer than the average human, and has survived into the 21st Century. It is consumed by hate and has followed each generation of Tobias Williams' descendants. It doesn't just want to kill them, but to make them suffer – and to see them suffer. So it has had to remain close to the family. Generation after generation, the shape-shifter has returned to them whenever the first son is born into a Williams family. On the day of the birth, she administers her potion to the baby boy's paternal grandfather, and a few days' later to his paternal grandmother. The family has become so used to this, of a son's birth being accompanied by the deaths of the grandparents, that they no longer think of it as strange. It's just one of those things that happen in their family.

Generation after generation of Williams has been drugged by the shape-shifter and buried alive, where they suffer one hundred years of torment. But revenge is not much fun if you can't tell anyone about it. The shape-shifter has not been able to resist telling people in pubs and tearooms, slipping a drop of her potion into their drink afterwards. Since 1695, she has condemned hundreds of innocent people to her torment.

THE SHAPE-SHIFTER

AWARENESS	3	PRESENCE	3
COORDINATION	4	RESOLVE	5
INGENUITY	3	STRENGTH	4

SKILLS
Athletics 1, Convince 4, Knowledge 3, Medicine 3 (AoE: Toxicology), Subterfuge 2, Survival 2

TRAITS
Alien
Alien Appearance
Immune – Fire
Obsession (Major) – Revenge on the Williams family
Psychic
Shapeshift (Special)

EQUIPMENT
Sleeping Potion [Traits: Stasis (Special: Subject held in stasis for 100 years). Story Points: 4.]

TECH LEVEL: 6

STORY POINTS: 5

SHINX *(The Condemned)*

The Shinx are a race of traders and, generally speaking, they are economically very successful. They aren't trouble-makers and are usually a very low-key bunch, keeping themselves out of the limelight. But there are always exceptions.

Shinx are inhabitants of the planet Shinus. In their natural appearance, they have bright red skin and a jelly-like texture with no hair. Their whole build if different to that of humans, being more blobby. When on other worlds, Shinx often use DNA patches, small devices stuck to their skin which rewrite and stabilise their DNA, enabling them to take on the appearance of the indigenous species. This is particularly true for those Shinx on pre-contact worlds such as the Earth, as they don't want to stand out from the locals. They are, however, vulnerable to diseases of the respiratory system, particularly during periods when they are acclimatising to the unfamiliar atmospheric mix of a new planet.

There are generally only two reasons for Shinx to visit Earth in the late 20th or early 21st Centuries: they are either assessing the planet's economic potential before making official first contact; or they are already covertly trading with people here while avoiding making official first contact. In other words, cherry picking the best deals before their rivals muscle in.

Nevertheless, the Doctor and Charley (*see A2*) encountered a small community of Shinx living in disguise in Manchester in 2008. One of them, Kord, went by the name of Gregory Bailey and operated an unofficial embassy for other Shinx on Earth. This "embassy" was more of a service than an actual organisation or building. Any Shinx with problems could contact Bailey and he would provide advice or assistance if he was able. This type of arrangement is a common practice for many alien species on worlds where there isn't an official presence.

Kord was living in Manchester with his wife, a fellow Shinx who had adopted the name Antonia Bailey. Sadly, Antonia was bored with their marriage, considering her husband to have grown inconsiderate and remote from her. But Shinx don't do divorce; it's just not accepted in their culture. So the only recourse that Antonia felt she had was to arrange for her husband's murder.

Another prominent Shinx in Manchester at this time was a businessman who had taken the name Robert Slater. Slater's public front was research into renewable energy sources. But he had successfully developed a form of radiation capable of inducing a state of change in living things. Exposure to the radiation transforms people into a state neither solid nor liquid nor gas, but which enables them to permeate their own physical environment. The accidental exposure of a human to this radiation had resulted in him becoming part of the fabric of a block of flats, Ackley House (*see L2*). This victim was then able to control the building's infrastructure such as lights, phones and lifts, and could influence the emotional states of the people in and around the flats.

ROBERT SLATER

AWARENESS	3	PRESENCE	4
COORDINATION	3	RESOLVE	4
INGENUITY	5	STRENGTH	3

SKILLS
Athletics 1, Convince 4, Fighting 1, Marksman 3, Science 4, Subterfuge 3, Technology 3, Transport 2

TRAITS
Alien
Alien Appearance
Alien Organs (Minor)
Selfish
Time Traveller (Minor) – Slater has become used to Tech Level 5
Weakness (Minor) – Shinx are vulnerable to respiratory diseases and have a -4 penalty to resist them

EQUIPMENT
Handgun: 5(2/5/7) damage
DNA Patch [Traits: Shapeshift (Minor). Story Points: 1.]
Radiation Canisters [Traits: Convert (Special: converts living things). Story Points: 3.]

TECH LEVEL: 6

STORY POINTS: 6

Slater claimed to be working on an antidote to the radiation, but is in fact trying to refine it. He is totally amoral and intends to invade Earth by infiltrating the architecture and driving people's emotions haywire. Slater has hired a number of local thugs who know nothing of his alien nature, to act as his muscle.

SIR ARCHIBALD FLINT *(The Spectre of Lanyon Moor)*

In the 1990s, Sir Archibald Flint, 13th Baronet of Pengriffen, is the last in a line of minor aristocracy which has lived in west Cornwall for several centuries. Sir Archibald's residence is Pengriffen Manor on Lanyon Moor (*see L52*), and he owns most of the moorland around it. The manor house is a grand Elizabethan building constructed in 1571 by the architect Sir John Arundel. Its greatest claim to fame is the spectacular window in the main hall. It contains 576 individual panes of stained glass, most of them still original. Sir Archibald's family have owned the manor since the 17th Century, when it was given to them as a gift from Charles II in recognition of their support during the English Civil War.

One of Sir Archibald's ancestors was a genuine 18th Century antiquarian, and the manor has a fantastic library, with entire rooms piled with books. Sir Archibald himself has an interest in archaeology, but apparently little in the way of knowledge on the subject. For the past six months, he has been funding the work of the Lanyon Moor Archaeological Institute, a small team set up to investigate the Neolithic fogou and Iron Age tumulus to be found on the Moor. The Institute has been installed at an old groundkeeper's lodge about a mile from the manor, on the edge of the Moor.

On the surface, Sir Archibald is a funny old buffer, but a genial one. Beneath the surface though, he is a different person. Sir Archibald claims that his family has always prided itself on being among the country's most loyal servants. But he believes that these days the nation's institutions have been overrun by the worst kind of parvenu. Sir Archibald considers the majority of the human race to be insignificant ignoramuses, and that his breeding and title raise him above them. He won't take kindly to any suggestion that, despite the official family history, his title was probably purchased by an ancestor!

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

And beneath that unpleasant interior, Sir Archibald Flint is stark staring mad. He is an adherent of Aleister Crowley's philosophy of "Do what thou wilt shall be the whole of the law", but he believes that he has access to powers which will enable him to impose his will on mankind. There have long been legends of strange phenomena on Lanyon Moor, and Sir Archibald has been working to tap the power behind those legends for his own use.

The strange phenomena are caused by the psychic powers of Sancreda (*see V100*), a member of an alien race who has been stranded on Lanyon Moor for eighteen thousand years and has been rendered incorporeal. The result of decades of privately funded research, Sir Archibald has had one of the Institute build a psychic amplifier which allows him to channel Sancreda's psionic energy and focus it through his will. The equipment currently allows Sir Archibald to generate telekinetic abilities when it is switched on. But perhaps it can be further refined to allow wider effects. As a side effect, the machine generates ghostly manifestations of Sancreda on the moors – the Spectre of Lanyon Moor!

SIR ARCHIBALD FLINT

AWARENESS	3	PRESENCE	4
COORDINATION	2	RESOLVE	4
INGENUITY	3	STRENGTH	2

SKILLS
Convince 2, Craft 3, Knowledge 4, Subterfuge 3, Technology 2

TRAITS
Arrogant
Charming
Eccentric (Major)
Silver Spoon
Wealthy (Minor)

TECH LEVEL: 5

STORY POINTS: 6

PSYCHIC AMPLIFIER [Major Gadget]
Traits: Telekinesis, Telekinetic Attack (Major: Contest of Resolve + Presence to deliver Resolve damage), Bulky (Major), Restriction – Generates the Spectre of Lanyon Moor as a side effect
Cost: 2 points

STAINED GLASS DALEKS *(Order of the Daleks)*

During the height of the autumn storms at the end of the harvest season on the pre-industrial planet Strellin (*see L77*), the monks of the Brotherhood of the Black Petal witnessed something they could scarcely comprehend: the crash of a spaceship. The craft came down in the fields to the east and the fireball lit up the sky for miles. Fortunately for the ship's crew, the Brotherhood is sworn to protect the sanctity of all life, even that from another world, and so they ventured out to see what could be done to help. Many of the crew had died, but a few survived. The monks brought them back to the monastery and nursed them back to health as best they could. The creatures have tried to show them how to repair the machinery salvaged from their vessel, but it was badly damaged. Miraculously, their transmitter still works, though its signal is very weak.

The problem with all this is that the crew of the crashed ship was a Dalek assault team, part of a battle fleet involved in the invasion of the planet Kantra. Their saucer had sustained some damage and was on its way back to Skaro when its main drive unit gave out. There were a dozen Daleks aboard the saucer when it crashed, all members of the Emperor's personal guard. Most of them died on impact. But the Black Dalek saucer commander and four others survived.

The Brotherhood has done their best to heal the creatures' wounds and have begun to construct replacement casings that the Daleks said they needed to survive, their own being too badly damaged in the crash. The Brotherhood of the Black Order is famed for its exquisite works in stained glass and they have used the materials they are skilled with. The replacement casings for the crash survivors are like mobile works of art. The framework of each is formed of lead, while the dome and skirt sections are fashioned from glass with beautiful designs featuring the seasons and phases of the moon on Strellin. By necessity, the sucker arm is now tipped with a three-pronged pincer, while the gun arm consists of a cylindrical casing containing a spike which can jab out to spear opponents. With access to working components from a spaceship (or TARDIS), the Daleks would be able to fashion plasma weapons to replace these primitive spikes. Such improvised plasma guns would cause 5(2/5/7) damage.

So far, the monks have completed two casings and these now have Dalek mutants installed within them. Two other creatures are being kept alive inside animal stomachs repurposed as wombs and hanging in the Daleks' inner chambers. Without their artificial life support, they require nutrients to feed on at regular intervals. This "nutrient" is in the form of blood which is willingly given by the brothers each day. The fifth survivor of the crash, the Black Dalek, is nowhere to be seen.

The blood of the Brotherhood is rich in the Dream Flower Extract (*see G4*) that they drink. While the Daleks feed on their blood, they too benefit from its effects (already included in the Stained Glass Dalek stats).

STAINED GLASS DALEK

AWARENESS	3	PRESENCE	4
COORDINATION	2	RESOLVE	5
INGENUITY	4	STRENGTH	6

SKILLS
Convince 4, Fighting 4, Marksman 3, Medicine 3, Science 8, Survival 4, Technology 8

TRAITS
Armour (4 points)
Cyborg
Fear Factor 2
Hypnosis (Major) – Only those within the group mind
Natural Weapon (Minor) – Spike: Strength +2 damage
Networked (Major)
Scan
Technically Adept
Weakness (Minor) – Heat-based weapons can compromise the lead in the Dalek's casing, reducing Armour to 2 points against such attacks

TECH LEVEL: 9

STORY POINTS: 4-6

STAPLETON PETHERBRIDGE *(The Wrong Doctors)*

Stapleton Petherbridge, Pease Pottage tollgate keeper. Born 1758. Impressed into His Majesty's navy 1810. Engaged in the Anglo-American conflict. Died at sea 1812.

Except that, in 1809, a temporal explosion flung a thing… a nix… out of the Vortex, which consumed Stapleton Petherbridge and took his body. It claims to be a time demon, even though the Doctor disputes that there is even such a thing. Far from being a demon of any sort, it's just a nuisance, a "nix". Something that should never have been but has taken root in the physical world, stealing a life and feeding from the lost potential of the timeline it has disrupted in the process.

The creature, be it nix or demon, might only be a nuisance, but having escaped from the Vortex it is determined to make the most of its freedom. Like many entities of the Vortex, it feeds on time, on paradoxes, on potential. But the Vortex is barren in comparison with the possibilities of a world full of creatures with free will.

The first thing it needed to do was cement its place in reality. Immortal to all intents and purposes, "Mr Petherbridge" has scoured ahead through time in the area around Pease Pottage in West Sussex, the location of its escape into our world. It has recruited people along the timeline, removing them from linear time so that they become a temporal daisy chain of overlapping lives. Samuel Petherbridge: born 1758, died 1812. Jedidiah Thurwell, petty criminal: born 1812, died 1884. Mrs Wilberforce, village postmistress: born 1884, died 1964. Melanie Bush, future time traveller: born 1964. Using these lives, Petherbridge has anchored himself in 1987.

Petherbridge has no particular powers to manipulate time and has achieved what he has through the application of his alien knowledge and the construction of an ATC (Alternate Timeline Control) centre. He has diverted most of Mel's brainpower through the ATC to process the data required to maintain a pocket of time that's been cut off from the rest of the universe. The people within this pocket – Mel, Mrs Wilberforce, Jed and others – are all cauterised from their natural timelines. The version of Pease Pottage that they all live in is a weird amalgam of different periods, from 1987 back to… well, the age of the dinosaurs. The iguanodons play havoc with Mrs Peterson's flower beds! The Mel of this bubble of time has so little brainpower left that she is a shadow of the bright girl with the eidetic memory that the Doctor knows!

Petherbridge has taken on the role of a pedantic village organiser, head of the Dramatic Society, the Heritage Society and the Village Association, in order to keep his minions occupied. But he has plans beyond this small pocket of time. He intends to create a time explosion, luring a team of Mardaks (*see V63*) here to engineer the detonation of their stock of valanxium, a volatile substance capable of punching holes in the Vortex. The energy release will close the circle and allow Petherbridge to take in his place in the reality outside. Where he can feed, and feed, and feed…

PETHERBRIDGE

AWARENESS	3	PRESENCE	5
COORDINATION	4	RESOLVE	4
INGENUITY	6	STRENGTH	3

SKILLS
Convince 3, Fighting 2, Knowledge 4, Marksman 1, Science 4, Subterfuge 3, Survival 1, Technology 5, Transport 1

TRAITS
Alien
Alien Senses – Timelines and possibilities
Dependency (Major) – Petherbridge feeds on temporal paradoxes and lost potential
Environmental (Minor) – Can survive unaided in the Vortex
Feel the Turn of the Universe
Hypnosis (Minor)
Immortal (Major)
Possess
Vortex

TECH LEVEL: 10

STORY POINTS: 8

THE STATIC *(Static)*

There is a lot that remains unknown about the creatures that call themselves the Static, and much that we think we know is the result of speculation and guesswork by the Doctor. The Doctor theorised that the Static are from another dimension, and that they are perhaps a disembodied intelligence from another plane of existence entirely. If so, it would explain why they need to acquire new bodies for themselves in our world.

That the Static made an incursion into our dimension at some time in the past is undeniable, in an area of Southern England called Abbey Marston (*see L1*). The TARDIS materialised there in the 1980s, after the Doctor had detected a temporal anomaly centred on a stone circle but located deep underground. Something, perhaps a massive alien machine, has been buried there since the dawn of mankind. The Doctor termed it a resurrection machine, which is almost correct. It is actually the means for the Static to both enter our dimension and gain a physical form.

Within the area of effect of the machine, whenever somebody remembers a person who has died, there is a risk of it creating a psychic link enabling the Static to break through. For them to do so requires a device such as a radio, cassette player or TV set – anything which produces sounds electronically – to be switched on. At first, distant voices can be heard in the static between stations, the echoes of the Big Bang. Meanwhile, a dense fog descends on Abbey Marston, generating a psychological barrier preventing anyone from leaving until the process that follows has been completed. The voices in the static are faint at first, but get clearer and resolve as some poor soul's death cries or pleas for help. Before long, the lost soul who was being remembered staggers out of the mist as if they have returned from the brink of death.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The person who has apparently been brought back to life is not quite who they seem to be. True, they are whoever has been rescued from the moment of their death, but they contain something alien within them, a spark of the Static. The Static can take control of their body at any time, speaking with a buzzing voice like a badly-tuned radio. If left unhindered, the Static will head into the woods near the stone circle, where they will locate a lifeless duplicate of themselves growing in an amniotic sac within a hollow tree trunk.

This "sham" duplicate has been grown by the machine beneath the stone circle, ready for the original to collect. Within the circle are two recumbent stone altars. The sham will be laid on one and the original on the other. The machine then transfers the Static's consciousness from the original body to the copy, leaving the original's human mind behind. As the Static wakes in its new body, a curtain of mist envelopes the original, transporting it back to the time and place of its death. By these means, the Static aims to gradually obtain physical existence for itself in our dimension.

STATIC

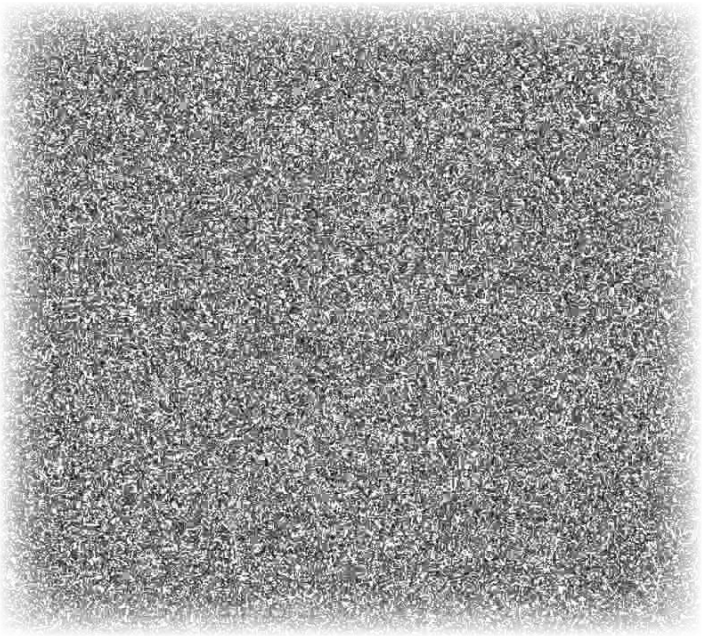
AWARENESS	3	PRESENCE	2
COORDINATION	3	RESOLVE	4
INGENUITY	3	STRENGTH	3

SKILLS
Athletics 1, Convince 2, Fighting 3, Marksman 3, Subterfuge 4, Technology 4

TRAITS
Alien
Fear Factor 1
Networked (Major)

TECH LEVEL: 8

STORY POINTS: 1-3



STEFAN *(The Nightmare Fair)*

Stefan first met the Celestial Toymaker in 1190 in Turkey. At the time, he was a soldier serving under Barbarossa, the Holy Roman Emperor Frederick I, who was leading his army on the Third Crusade to the Holy Land. At inveterate gambler, Stefan wagered against the mysterious robed Mandarin that Frederick could swim from one side of the port of Silifke to the other. Stefan lost and Frederick sank to the bottom of the river without a gurgle. The Emperor was a brave soldier, but his death cost his army the Crusade and Stefan his freedom.

Not that Stefan sees it that way. He admires the Toymaker, perhaps even feels a kind of love for him, and would not leave his service even if he had a choice in the matter. Stefan is the Toymaker's most loyal servant, a right-hand man who deals with all the mundane tasks that his lord's plans require. Unlike most of the Toymaker's servants, Stefan has been allowed to retain his human form rather than be transformed into a toy. While he remains in the Toymaker's service, Stefan's life has been extended indefinitely. He is essentially immortal and, after eight hundred years, still looks no older than he did in 1190.

Stefan is muscular and cruel-looking. He has an old scar down his left cheek and one of his front teeth is missing. In the Toymaker's realm, Stefan still wears his 12th Century clothing, usually a one-piece white coverall and a small peaked cap. If he ventures into the real world, he adopts the typical fashion of the time in order to blend in. Stefan usually carries a knife and, if appropriate to the time period, a handgun or energy pistol.

Like many in the army of the Third Crusade, Stefan is little more than a sadistic thug, but a dangerous one. He places no value on human life and has killed and tortured others for the pleasure of it. When he wagered with the Toymaker in Silifke, Stefan's stake was a young Greek family that he had taken captive as slaves. The Toymaker won them as well as Stefan's service when Barbarossa drowned, but they have since been disposed of.

Once, Stefan would have called the Toymaker's powers the work of demons, spirits of evil. Now he knows it is just the science of the Great Old Ones, the group of extra-dimensional entities to which his master belongs (see *The Fifth Doctor Expanded Universe Sourcebook*).

While the 5th Doctor encountered Stefan in the Toymaker's own realm, the 6th Doctor crossed paths with him when he was the muscle behind the Toymaker's operations in Blackpool in 1986 (*see L39*).

STEFAN

AWARENESS	3	PRESENCE	3
COORDINATION	3	RESOLVE	4
INGENUITY	3	STRENGTH	4

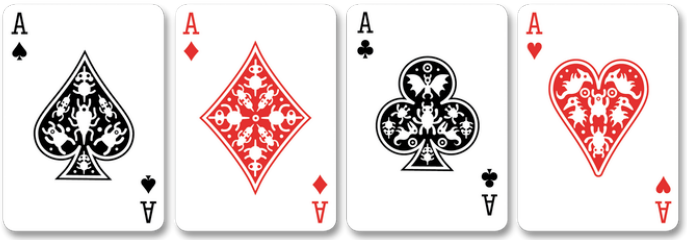
SKILLS
Athletics 3, Convince 1, Fighting 4, Knowledge 3 (AoE: Games), Marksman 3, Subterfuge 1, Survival 2, Technology 1

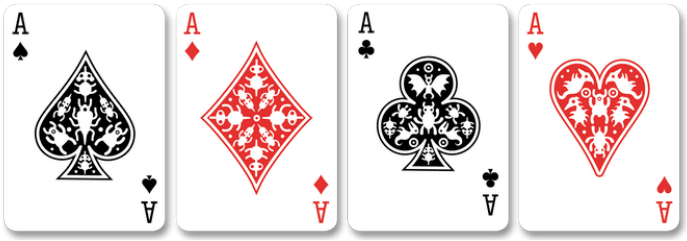
TRAITS
Brave
Distinctive
Enslaved
Immortal (Major)
Obsession (Major) – Gambling
Quick Reflexes
Time Traveller (Major) – Stefan has gained Tech Levels 3-5
Tough

EQUIPMENT
Knife: Strength +2 damage
Pistol: 5(2/5/7) damage

TECH LEVEL: 2

STORY POINTS: 6





THE SUPER-CONTROLLER *(Last of the Cybermen)*

During the Cyber-Wars of the 26th Century, the leader of the Cybermen is a Super-Controller who commands his forces from within his fortress-base on Telos. The Super-Controller sits like a fat, swollen spider at the centre of its web, seeing and analysing everything that its Cybermen experience. Its body is huge, bloated by the numerous sensors throughout its corpus linking its intelligence to every part of the Cyber-Empire. Its bulk makes it barely able to move without assistance. The Super-Controller is so large and connected to the infrastructure of the hangar-like space which forms its command centre that there are virtually no ships in the cyber-fleet capable of accommodating its mass.

The Super-Controller's connections to its fleet are its strength. It is able to coordinate its forces over vast distances, uniting them to work almost as a single organism. But they are also its greatest weakness. The connections to every Cyberman and cyber-ship mean that it feels the pain of every cyber-death. Every bomb exploding on the surface of Telos. Every cyber-ship shot down in the skies above or in the depths of space. Every Cyberman falling victim to a Glittergun. The feedback wracks the Super-Controller's body with pain. Not that it understands that this is what pain is. Heavy losses and significant defeats cause the Super-Controller to be overcome with spasms and barely able to speak. But it considers these temporary disabilities to be worth the cost.

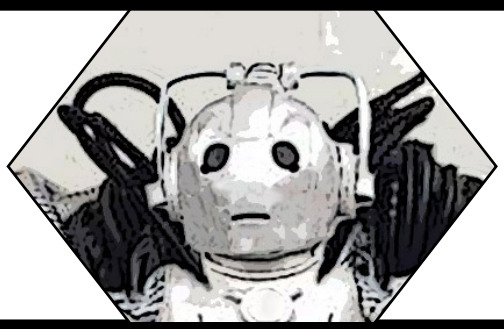
Despite the debilitating effect, the Super-Controller seems to have a strange curiosity about the pain it experiences. Its consciousness is even connected to the cyber-conversion units on Telos. When the surgical saws cut into a victim's body, and when the adjustment probes burrow into the brain, it is also aware. Perhaps it believes that it will learn something from the experience, something about mankind that will enable it to win the war.

Towards the end of the Cyber-Wars, when Telos was being overrun by Earth forces, the Super-Controller recognised that it would be unable to save itself by leaving the planet by conventional means. But it still planned for its escape and that of its fleet. It did not expect to survive for long, but it wanted to ensure that Earth fell as well as Telos, and it wanted to be able to witness that pyrrhic victory. Perhaps the Super-Controller was developing a sense of revenge.

To be able to get off planet, the Super-Controller requires a human brain to download itself into. But not a normal human brain, which would be too… organic. It would need a processed brain, once which has been conditioned to be utterly logical and is already highly compartmentalised. One that is half machine already. A cybernetic brain perhaps, or one like Zoe's, which has been enhanced by ruthless training.

The death of the Super-Controller would be a disaster for the Cybermen. They have come to rely on its unifying influence. Without the Super-Controller at the centre of the Cyber-Empire, any Cybermen which manage to survive the Cyber-Wars would be unbalanced, a little emotional, and perhaps even wanting a revenge of their own…

SUPER-CONTROLLER



AWARENESS	4	PRESENCE	4
COORDINATION	2	RESOLVE	4
INGENUITY	4	STRENGTH	7

SKILLS
Convince 3, Fighting 1, Knowledge 5 (AoE: Military Tactics), Marksman 3, Medicine 2, Science 2, Subterfuge 2, Technology 5, Transport 2

TRAITS
Armour (8 points)
Cyborg
Environmental (Major)
Fear Factor 3
Networked (Major)
Size –Huge (Major)
Slow (Major)
Technically Adept
Weakness (Minor) – Feels the death pain of every Cyberman it is connected to; suffers a penalty on all rolls in the following Round (from -2 to -8, depending on severity)

TECH LEVEL: 6

STORY POINTS: 10

SYNTHESPIANS *(Synthespians™)*

In the New Earth Republic of the 101st Century (*see L62*), a revolutionary form of robot has been created to undertake much of the labour. No more so than on Reef Station One, a space station that broadcasts television programmes to the rest of the Republic. Here, the studios were struggling to get enough real actors, so they use the new robots as extras, and the advanced speaking models are even getting regular speaking parts. In some people's minds, it is only a matter of time before they are given leading roles. Hence their name: Synthespians, a contraction of "synthetic thespian".

The Synthespians are the creations of WJM Inc., a powerful corporation owned by businessman Walter J. Matheson III. They have the basic intelligence of dogs and do whatever people tell them to do. They don't require wages or food, and at night, they simply stand in warehouses. The early models were all lumpy, like melted wax, which gave people the creeps. Then WJM developed humanoid Synthespians which look exactly like people, and everyone loved them.

The more advanced models can talk and the TV studios programme them with the characters that they're playing. Many actors suspect that the studios would like to replace them all with Synthespians. They don't command huge salaries or giant trailers, they never forget their lines, and – most importantly – they don't have monumental egos to support. But that may be a step too far for the viewing public at the moment.

Synthespians are essentially lumps of plastic capable of animation and following orders. The Doctor recognises them as something else entirely, something far more malevolent than mere menial robots and synthetic actors. The truth of the matter is that the Synthespians are Autons, the plastic tools of the Nestene Consciousness. Although people believe that they are bound by their programming, the Autons are subject only to the commands of the Nestene intelligence. Like most Autons, Synthespians are solid plastic animated by the psionic energy of the Consciousness and come equipped with deadly blasters hidden within their hands. For the moment though, the controlling Nestene intelligence is content for the Synthespians to continue in their menial roles serving the humans, waiting until the time is ripe for them to act.

SYNTHESPIAN

AWARENESS	2	PRESENCE	2
COORDINATION	2	RESOLVE	2
INGENUITY	1	STRENGTH	5

SKILLS
Athletics 2, Fighting 2, Marksman 3, Subterfuge 1

TRAITS
Alien
Armour (5 points)
Face in the Crowd*
Fear Factor 1
Immunity – Bullets and other small injuries
Natural Weapon (Major) – Auton Blaster: L(4/L/L) damage (and can totally disintegrate a target)
Networked (Minor)
Weakness (Major) – If the controlling signal from the Nestene Consciousness is blocked, Synthespians become lifeless

*Synthespians with speaking roles in TV programmes have Distinctive instead.

TECH LEVEL: 7

STORY POINTS: 1-2

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Polymos, the Nestene home world, is dying. It is under attack by the War TARDISes of the Time Lords, who have decided to destroy the Nestene Consciousness once and for all. The Consciousness is therefore preparing to flee from Polymos to a new home and it has identified the New Earth Republic as being ideal for its purposes.

Walter J. Matheson III is a willing collaborator with the Nestene Consciousness. Unlike most human agents it has employed in the past, they have not needed to replace him with an Auton duplicate or to control his mind. Matheson is in love with the actress Dominique Delacroix and has constructed an extremely advanced Auton duplicate of her. He intends it to be the host for the Nestene Consciousness and to rule the galaxy with her as his queen.

TABBALAC AND CYROX *(The Raincloud Man)*

According to the Doctor, the Tabbalac aren't active in the early 21st Century. Despite this, he encountered a number of them in 2008 in Manchester who were hunting the owner of the dimension-hopping casino, *The High Straights* (*see L46*), himself a renegade Tabbalac.

Tabbalac are large and intimidating human-like figures with bright orange skin. They are a species that is hard to deceive, as they are very good at reading body language and usually detect when somebody is lying to them. Tabbalac are known to be an aggressive race, but they have been quiet lately, since their neighbouring worlds rose up against them. The Tabbalac were not destroyed, but they were forced to live in peace. They could leave their planet, but only if they remained non-aggressive. To enforce this, the Tabbalac have been infected with a hyper-intelligent virus. Whenever one of their number threatens another species, the virus instantly creates members of the Cyrox, a race equal and opposite to them to confront the transgressing Tabbalac and if necessary kill him. The energy needed for such spontaneous creation of living beings in theoretically unlimited numbers and complete with advanced weaponry is astonishing. The races that imposed this condition on the Tabbalac were clearly very powerful and could have done much worse if they had wanted!

Tabbalac are noted for their advanced matter transmission technology, and their travel capsules are capable of almost instantaneous teleportation. The Tabbalac in Manchester deployed a voice-activated sentient sludge called Vishti, with which they coated the TARDIS in order to analyse it and learn its properties. This is a Minor Gadget with the Scan trait.

The Tabbalac's enemies, the Cyrox, are very similar to them, except that they speak with soft voices rather than the Tabbalac's grating rumble. In some way, they do not appear to have evolved or been manufactured, just grown. As a race without history, culture or even names, they exist only to counter the Tabbalac. They are equal in abilities to the Tabbalac, but always appear in greater numbers so that they have the upper hand. Any Cyrox who survive their fight keep vigil for the next appearance of the Tabbalac. The Tabbalac believe all this to be ancient propaganda and that they are war with a particularly dedicated foe.

The Cyrox are beginning to realise that their entire purpose is to fight the Tabbalac and they have started to want something more. But while the Tabbalac remain an aggressive race, the Cyrox have no choice but to follow their genetic programming. A number of Cyrox survivors have contacted Mr Brooks, the renegade Tabbalac who owns *The High Straights*, to form an alliance and dispose of the aggressive Tabbalac for good.

THE CYROX

The Cyrox have the same stats as the Tabbalac Warrior, with the following adjustments:
Traits: Delete Weakness; the Cyrox's Adversary is (naturally) the Tabbalac.

TABBALAC WARRIOR

AWARENESS	4	PRESENCE	4
COORDINATION	3	RESOLVE	4
INGENUITY	3	STRENGTH	5

SKILLS
Athletics 3, Convince 1, Fighting 5, Marksman 4, Survival 1, Technology 2

TRAITS
Adversary – The Cyrox
Alien
Alien Appearance
Empathy
Tough
Weakness (Special) – Every time a Tabbalac becomes aggressive towards another species, Cyrox spontaneously appear to oppose it

EQUIPMENT
Energy Handgun: 5(2/5/7) damage

TECH LEVEL: 7

STORY POINTS: 3-5

THE TALESSH *(Shield of the Jötunn)*

The Talessh were unique. They were a techno-psionic race which could psychically interact with machine intelligences, thinking their instructions into a computer instead of typing them. They were natives of a Dyson sphere, the result of re-engineering their entire solar system around the star Ororah, the so-called Hollow Star or the Eye of the Beholder. The inner surface of the Dyson sphere was vast, allowing the Talessh to harvest their sun's full potential. But something went wrong. There were solar flares resulting in lethal radiation. Ororah had become unstable and eventually collapsed in on itself round about a thousand years ago.

Before the end, the Talessh launched missions to find a suitable alternative sun. Unmanned drones were dispatched to lay a series of transmat boosters (*see G17*) across the galaxies, allowing the Talessh to send celestial engineers once the ideal star was found. That star was the Earth's Sun, and the engineers were dispatched, stepping into the transmat matrix. Their mission was to survey the Sun in advance of it being relocated to the centre of the Talessh's Dyson sphere.

But the engineers never stepped out onto the Earth. The drone carrying the transmat booster had crashed and been buried. The booster was uncovered by a Viking village and the efforts of the blacksmith to prise open the metal disc of blue fire released one of the Talessh. It was taken to be a frost giant of Norse mythology and, true to form, began to slaughter everyone in sight. The Vikings only defeated the creature after consulting their Oracle. Afterwards, the chieftain and his chosen warriors bore the transmat booster, the Shield of the Jötunn, away and eventually buried it in a funeral mound in Arizona, thousands of miles from home. Within the Shield, Elder Prime Technician Kazile Esta Horoki of the Tabernacle of Celestial Engineering and nine thousand other Talessh remain trapped in the limbo of the transmat matrix.

The natural form of the Talessh is that of an ice giant, twenty feet or more tall. But the physical bodies of those within the transmat booster have long since dispersed. If they are released, the Talessh must fashion new bodies for themselves. They can inhabit the ice and snow to take on blizzard-forms, swirling storms of snow and hail capable of stripping a person's flesh from their bones. But these lack the intelligence of the Talessh they once were and are driven to create more substantial bodies for themselves.

As the blizzard-forms strip the flesh of their victims, they can use this material to construct more solid bodies. These flesh-forms are ghastly creations, patchworks of skin, muscle and fat, held together by frozen ice in the semblance of a giant warrior. Flesh-form Talessh still lack their former intelligence, but this can be restored if the transmat booster is repaired, allowing the Talessh's full consciousness to manifest.

If enough ice is available to the Talessh, they will construct their new bodies in the closest semblance to their original ones. These ice giants are frozen hard as stone and are as difficult to damage.

BLIZZARD-FORM TALESSH

AWARENESS	3	PRESENCE	4
COORDINATION	4	RESOLVE	3
INGENUITY	1	STRENGTH	7

SKILLS
Athletics 2, Fighting 4

TRAITS
Alien
Alien Appearance
Camouflage (Minor) – In a snow storm, the Talessh has a +2 bonus to remain hidden
Environmental – Extreme cold
Fear Factor 1
Immunity – Physical damage
Natural Weapon – Flesh Abrasion (Minor): Strength +2 damage
Psychic
Size – Huge (Major)
Techno-Psionic
Weakness (Minor) – The blizzard-form takes normal damage from heat or fire attacks
Weakness (Major) – Contact with concentrated calcium or calcium carbonate immediately calcifies the Talessh

TECH LEVEL: 6
STORY POINTS: 1-3

If the Talessh are released from the Shield of the Jötunn in Arizona, they will need to take control of the Burnt Oak geo-engine (*see L15*) to control the weather and generate the icy conditions suitable for them. After a thousand years trapped but conscious in a void, the Talessh engineers are perhaps slightly insane. If fully restored, they will continue with their plan to relocate the Sun to their own solar system. Although the Dyson sphere is now lifeless, there are surely other Talessh surviving elsewhere in outposts and colonies who can repopulate their dead world?

The Talessh are physically very difficult to fight. Their only weakness, the one that the Viking Oracle was able to discover, is calcium. It seems likely that the Talessh evolved from a water-

borne species, since calcium carbonate is highly toxic to certain aquatic lifeforms. This is why the Talessh reject their victims' skeletons while stripping them of their flesh. The Vikings used powdered sea shells and found that the merest contact caused the rampaging Talessh's body to instantly calcify, turning it into a bleached white statue. In this state, the Talessh can easily be smashed up.

ICE-FORM TALESSH

AWARENESS	3	PRESENCE	5
COORDINATION	2	RESOLVE	3
INGENUITY	4	STRENGTH	9

SKILLS
Athletics 3, Convince 2, Fighting 4, Science 4 (AoE: Celestial Engineering), Survival 2, Technology 3

TRAITS
Alien
Alien Appearance
Armour (8 points)
Environmental – Extreme cold
Fear Factor 2
Natural Weapon – Flesh Abrasion (Minor): Strength +2 damage
Psychic
Size – Huge (Major)
Techno-Psionic
Weakness (Minor) – The ice-form takes +4 damage from heat or fire attacks, but Armour still applies
Weakness (Major) – Contact with concentrated calcium or calcium carbonate immediately calcifies the Talessh

TECH LEVEL: 6
STORY POINTS: 3-5

FLESH-FORM TALESSH

AWARENESS	3	PRESENCE	5
COORDINATION	2	RESOLVE	3
INGENUITY	1/4*	STRENGTH	8

*Second number is for if the Talessh's intelligence is restored

SKILLS
Athletics 3, Convince 2**, Fighting 4, Science 4 (AoE: Celestial Engineering)**, Survival 2, Technology 3**
**These stats are only available if the Talessh's intelligence is restored

TRAITS
Alien
Alien Appearance
Armour (5 points)
Environmental – Extreme cold
Fear Factor 2
Natural Weapon – Flesh Abrasion (Minor): Strength +2 damage
Psychic
Size – Huge (Major)
Techno-Psionic
Weakness (Minor) – The flesh-form takes +2 damage from heat or fire attacks, but Armour still applies
Weakness (Major) – Contact with concentrated calcium or calcium carbonate immediately calcifies the Talessh

TECH LEVEL: 6
STORY POINTS: 2-4

TECHNO-PSIONIC – SPECIAL GOOD TRAIT

A character with this trait can control electronics and computers with their mind, over a range determined by their Resolve (as Telepathy). Against artificial intelligences, Techno-Psionic works in a similar manner to the Hypnosis trait.

Techno-Psionic has Psychic as a pre-requisite and costs 2 Character Points to purchase.

TENEBRIS *(The Acheron Pulse)*

Once upon a shining star, not so long ago, there lived a courageous Knight of Sorsha, the noble Prince Kylo. And Prince Kylo loved with all his heart a pure and beauteous maiden named Aliona. She was a Princess of House Gadarel. Or so the story goes…

Thirty years ago, Prince Kylo (see *The Fifth Doctor Expanded Universe Sourcebook*) was betrayed by Princess Aliona. She chopped off his right hand and threw him out of an airlock to plummet to his death on the swamp world of Sharnax. But Kylo survived. His nascent psychic abilities had previously been limited to barely controlled pyrokinesis. The shock of his imminent death enabled his mind to manifest his full telekinetic potential. The planet rose up to save him. The earth and water and even the very air cushioned his fall and Kylo survived. Furthermore, Kylo found that the monstrous Igris that roamed the planet's surface bowed down before the power of his mind and made him their leader, their god!

It took twenty-five years for Kylo to escape from Sharnax (see *The Fifth Doctor Expanded Universe Sourcebook*). Twenty-five years during which he used the derelict machinery of the former mining colony to fashion himself a cybernetic right arm and a fleet capable of getting him off-world. Twenty-five years is a very long time on Sharnax. Although none of the miners had lived there long enough to notice, the atmosphere of Sharnax is mildly acidic. Twenty-five years struggling to survive in its swamps have left their mark on Kylo. His flesh has corroded; his formerly noble features have corrupted into an inhuman mess. His face now hidden beneath a metal mask, he has taken the name Tenebris. Tenebris is no longer the naïve prince. Instead, he is a warlord obsessed with revenge and plans to bring about the destruction of the Drashani Empire that left him to rot on Sharnax.

While on Sharnax, Tenebris also discovered the secret of the Igris, that they are the mutated husks of prisoners of the Drashani who had undergone genetic experimentation. Their higher brain functions had been distilled away to leave only creatures fit for mindless labour. But the consciousnesses of these unfortunates had been shunted into another dimension, named the Undervoid by Tenebris. Tenebris developed the means to bring these wraiths back into our world, using them to create the Wrath (*see V138*), creatures devoted to avenging both Tenebris and themselves.

The Wrath serve as Tenebris's army and wield a weapon that utilises the same principles as used in their own creation: the Acheron Pulse (*see G2*), a device capable of transforming living creatures into mindless Igris. With this terrible machine housed aboard his flagship, Tenebris has left a trail of dead worlds behind him as he and his army forge a path to Gadarel Prime, homeworld of Prince Kylo's betrayer, Princess Aliona. Although Aliona is now long dead, Tenebris is determined to have his revenge on all of House Gadarel and the Drashani Empire which had abandoned him.

TENEBRIS

AWARENESS	3	PRESENCE	5
COORDINATION	3	RESOLVE	6
INGENUITY	4	STRENGTH	3

SKILLS
Athletics 2, Convince 4, Fighting 1, Marksman 3, Science 3, Subterfuge 1, Survival 3, Technology 5, Transport 1

TRAITS
Cyborg
Dark Secret (Major) – Prince Kylo
Eccentric (Major) – Emotionally unstable
Networked (Minor) – Igris
Obsession (Major) – Revenge on the Drashani
Outcast
Psychic
Pyrokinesis – see *The Fifth Doctor Expanded Universe Sourcebook*
Technically Adept
Telekinesis
Unattractive (Major) – Without his mask, Tenebris's appearance gives him a -4 penalty to all rolls relying on his looks and a +4 bonus to intimidate rolls at the GM's discretion

TECH LEVEL: 6

STORY POINTS: 12

TERRAVORE *(The Crimes of Thomas Brewster)*

Terravore (the word is both singular and plural) look like dog-sized robotic mosquitoes with whirring wings constantly buzzing while they are in flight. They are actually terraforming robots, presumably built by a civilisation which forgot to include an off switch and which was consequently destroyed by its creations. Despite the lack of a controller, the Terravore still follow the imperatives that they were designed to carry out. They travel the galaxy in their hive-ships to extract and assimilate all mineral wealth and chemical resources from any suitable planets they locate.

Terravore have been designed with extremely advanced technology, clearly beyond that of 21st Century Earth. They are fitted with a gravity inversion drive (with the wings providing directional thrust) and are equipped with in-built lasers with which they can defeat any opposition they encounter. As part of their terraforming capabilities, they are able to reduce any matter, organic or inorganic, to its component elements. It is more efficient to kill living creatures first, but carbon lifeforms can be converted into diamond, for example. The Terravore's metal exoskeletons mean that they are highly resistant to damage. But they do have a couple of weaknesses that their opponents can exploit.

Firstly, they have only a limited capacity to process visual data and can only cope with so many colours and patterns at once. If they are presented with too much visual stimulation – brightly contrasting colours, rapidly flashing lights or similar – they suffer the robotic equivalent of a brainstorm and fall unconscious while their systems recover.

Secondly, the swarm has a hive mind, a gestalt within which the individual Terravore have no independent existence and very limited intelligence. The swarm is led and guided by a Terravore Queen, a massive individual built along the same lines as the rest of the swarm, but with a slightly higher intelligence (+1 Ingenuity, +6 Strength, Convince: 2, Huge, and 6 Story Points). The swarm relies on the Queen for its continued existence, and the Queen in turn relies on the swarm. If contact between the Queen and the swarm breaks down, each will quickly switch to standby mode until contact is restored.

If a Terravore is overpowered in some way, it contains one final surprise to prevent its secrets being unveiled. If its casing is opened up, a self-destruct mechanism is triggered. A flashing red light and regular beeping offer the only clues that something is amiss, and unless the countdown is quickly cancelled, the blast is sufficiently powerful to destroy the Terravore and anything within a radius of a few metres.

The Doctor and Evelyn (*see A6*) encountered a swarm of Terravore loose in London in 2010 and followed its trail back to the planet Symbios (*see L78*). They found that the Terravore are extremely single-minded opponents who follow their programming to the exclusion of anything else and eliminate anyone who is unlucky enough to get in their way. Their programming means that Terravore cannot be reasoned with or frightened off by superior firepower. They are however capable of stilted, buzzing speech and might temporarily form alliances if it means advancing their own plans.

TERRAVORE

AWARENESS	4	PRESENCE	1
COORDINATION	5	RESOLVE	4
INGENUITY	1	STRENGTH	2

SKILLS
Athletics 3, Fighting 1, Marksman 4

TRAITS
Armour (5 points)
By the Program
Convert (Special) – Can reduce any object to its basic elements
Dependency (Major) – If contact between the swarm and the Queen is broken, both will enter standby mode and deactivate
Fast (Major)
Flight (Major)
Natural Weapon – Laser: 7(3/7/10) damage
Networked (Major)
Robot
Scan
Size – Tiny (Minor)
Special – Self-Destruct: Disabled Terravore can self-destruct, causing 6(3/6/9) damage in 5m radius
Weakness (Minor) – Limited Visual Processing: Too much visual stimulus (e.g. too many colours at once) can cause a Terravore to shut down as if Stunned

TECH LEVEL: 6
STORY POINTS: 1-3

One Terravore, presumably from the 2010 infestation, is held within the UNIT Vault (see *The Third Doctor Expanded Universe Sourcebook*). Although dormant, it is in working condition and could be reactivated.

TRANSALLIEDINC *(Davros)*

TransAlliedInc (TAI) is a good old-fashioned family mega-corporation. Founded in the 38th Century by Elias Baynes as a simple robot manufacturer, it has gradually expanded by giving customers what they want. The secret to TAI's success is their ability to anticipate demand and be at the forefront of innovation. The corporation's proud boast is that it can supply any of its products to any planet in the galaxy. They still sell robots of course. But they have diversified over the centuries and now also sell starships, terraformers, medical equipment, explosives, foodstuffs, protective clothing, weft engines, computer brains, recreational narcotics, laser cannons and much much more. In short, they manufacture and sell everything a fledging colony world could want in order to grow and thrive.

TAI is now one of the largest corporations in the galaxy, with nearly twelve billion employees spread over a hundred worlds. Its headquarters is within an enormous dome on a jungle planet. The dome is two and a half miles high, with a tunnel complex reaching almost as deep underground, even more when you include the mines. The dome contains everything needed to run TAI and is heavily fortified against attack. It would take a fleet of battle cruisers weeks to blast through the walls of the dome. Within, the computer complex is the heart of TAI and is built like a fortress, capable of being sealed from the rest of the offices in the dome. The complex is completely self-contained with its own kitchens, communications centre, water supply and an emergency medical centre.

In the secure R&D levels deep below the dome, an automated production line has built an army of advanced industrial robots. Well, perhaps "army" is an exaggeration, as only fifty robots have been completed so far and the production line has been halted pending further tests and refinements of the robots' positronic brains. The production line doesn't appear on any of the corporate databases or in the company systems, which might make it seem sinister. But its secrecy is just to keep any information from getting into the hands of TAI's competitors.

TAI's current owner, president and chief executive is Arnold Baynes, one of the richest men in this part of the galaxy. He is ruthlessly and humourlessly efficient in his business dealings. Baynes believes that TAI has a great responsibility: to anticipate demand for their products even before their customers know they want them, researching new technology, developing it, producing it and marketing it. On the other hand, if TAI doesn't do this, their rivals will. In the face of his critics, Baynes states that the galaxy works because of him, not in spite of him. "I'm the solution, not the problem."

Arnold Baynes' wife is historian Professor Lorraine Baynes. She is widely recognised as the galaxy's foremost authority on Davros. Lorraine is the author of *Dalek Genius* and *The Dark Side of Skaro*. Both books are bestsellers, but the Doctor dismissed them as turgid volumes and Lorraine as a Dalek apologist (but the last person who said that ended up losing a lot of money). In return,

ARNOLD BAYNES

AWARENESS	3	PRESENCE	4
COORDINATION	3	RESOLVE	4
INGENUITY	3	STRENGTH	3

SKILLS
Convince 4, Knowledge 3, Marksman 2, Science 2, Subterfuge 2, Technology 3, Transport 2

TRAITS
Authority (Major)
Selfish
Wealthy (Major)

TECH LEVEL: 6

STORY POINTS: 6

she considers the Doctor's presence at Dalek defeats to have been incidental at best, and that the real reason for their failures is that Davros has been betrayed by his creations time and again. Lorraine genuinely admires Davros and is among the vanguard of revisionist historians trying to strip away the old prejudices against the Daleks. She believes that everyone will soon see the truth and share her view that there are few to match Davros in the fields of science, leadership and ambition. Lorraine wants to write the definitive biography of Davros.

At this point in time, the human race has dominated the galaxy. It has colonised sixty percent of habitable worlds and is within a century of colonising the rest. After that, there will soon come a crisis point, as human technology isn't yet up to crossing to another galaxy. Mankind needs much better computers even to begin planning that. The Baynes believe that Davros could give TAI the edge it needs in making the technological leap and steering mankind out of its current cultural cul-de-sac.

Unfortunately, Davros has been dead for a century, his lifeless body having been recovered from an escape pod fleeing a prison station infected by the Movellans' anti-Dalek virus (see *Resurrection of the Daleks*). There are currently no Daleks in this part of the galaxy, but there is a big market in Dalek regalia and curios. Lorraine's research has enabled her to track the movement of Davros's corpse on board a prison ship, and the Baynes have hatched a plan to intercept it and steal Davros. Although Arnold will not sanction actions he considers to be unethical or immoral (such as manufacturing nuclear bombs or spying on his employees), his warped code allows him to commit illegal acts, up to and including murder, in order to pursue his business agenda.

TAI's top head-hunters have identified Davros as the most radical intellect and greatest mind in history. Arnold believes the Daleks' creator truly is dead, but even if he is, his corpse is priceless. But perhaps Davros's life support systems can resurrect him even from death – and if so, perhaps he can be persuaded to help TAI make the next leap and maybe even develop the means to end the galactic famine. If so, Davros would become the greatest humanitarian in history!

LORRAINE BAYNES

AWARENESS	3	PRESENCE	4
COORDINATION	3	RESOLVE	3
INGENUITY	4	STRENGTH	2

SKILLS
Convince 2, Craft (Writing) 3, Knowledge 4 (AoE: Davros and the Daleks), Subterfuge 2, Technology 2, Transport 2

TRAITS
Obsession (Major) - Davros
Wealthy (Major)

TECH LEVEL: 6

STORY POINTS: 6

TULOK *(Bloodtide)*

During the final days of the Silurian civilisation, when the Silurians had already retreated into their bunkers and the surface of the Earth was uninhabitable, the scientist Tulok was found guilty of breaking some of the most sacred laws of his people. The Silurians considered themselves to be the servants of nature, not its masters, and as such any attempt to tamper with natural forces was forbidden. Tulok had transgressed these taboos by submitting samples of captive ape-creatures to a process of genetic modification.

The ape-creatures were a naturally occurring species which, although they were already showing signs of developing intelligence higher than most other animals, were still considered to be beasts. The Silurians used them for food in a similar manner as modern humans use cattle. Tulok worked to improve their resistance to disease, their breeding cycle and their intelligence in order to produce a better, more efficient food source. But his peers considered this to be blasphemous, abominable conduct for a Silurian. As they were about to enter hibernation in their bunker, the ruling Triad condemned Tulok to be cast out into the wilderness on the surface of the planet, where he could not possibly survive. His ape-creature experiments were also to be cast out so that the Earth would cleanse itself of their existence.

At the last minute, one of Tulok's assistants, Shvak, saved him by rescuing him from his death sentence. What Shvak did not know was that Tulok then wreaked his revenge on his entire species by sabotaging the timing mechanism of the Silurian hibernation equipment so that none of the bunkers around the world revived the sleeping Silurians as had been intended. Instead, they slept on, and most of them died when the seals of their hibernation caskets eventually perished over the long eons. Tulok ensured that in his own bunker, only himself, Shvak and a dozen or so other Silurians would awaken long into the future. In fact, it is not until the 1830s that their bunker reactivates and Tulok and his chosen few are revived.

Tulok's bunker is located deep under what are now the Galapagos Islands in the Pacific Ocean. The awakened Silurians are shocked to find their planet overrun with intelligent apes, the descendants of Tulok's genetically modified creatures who managed to survive the global catastrophe that drove the Silurians into hibernation. Tulok considers himself mankind's creator and their god.

Tulok is able to use his third eye to exert a measure of mind control over others, and the humans' race memory of their reptilian former masters makes them vulnerable to this. The Galapagos at this time is a penal colony. Tulok has taken control of the Islands' prison governor, using him to condemn innocent people and secretly send them to Tulok for stocking the Silurians' larder. Tulok intends to retake the Earth from the humans, and if he decides that they are too dangerous, he will seek to wipe them out by introducing a plague and creating a new livestock race from scratch.

TULOK

AWARENESS	4	PRESENCE	4
COORDINATION	3	RESOLVE	5
INGENUITY	6	STRENGTH	5

SKILLS
Athletics 2, Convince 2, Fighting 1, Knowledge 3, Marksman 3, Medicine 5 (AoE: Genetics), Science 6 (AoE: Biology & Chemistry), Subterfuge 2, Survival 3, Technology 4

TRAITS
Alien
Alien Appearance
Armour (5 points)
Bio-Chemical Genius
Environmental (Minor) – Heat
Hypnosis (Major)
Special – Third Eye (see *The Third Doctor Sourcebook* or *The Silurian Age*)
Technically Adept
Weakness (Minor) – Suffers -2 penalty in cold conditions

TECH LEVEL: 6

STORY POINTS: 10

TUTHONS *(The Song of Megaptera)*

The Tuthons are a fungoid-based aboriginal lifeform from the planet Xiphias. On their home planet, the Tuthon have mastered the art of drawing the Galleen to their world and into the atmosphere, where they are killed using nothing more than bone arrows. Despite this, Tuthons revere the Galleen (*see V35*) and have an almost mystical relationship with them, terming them their brothers. There are ritual prayers and ceremonies they perform before each kill in order to honour the Galleen. According to the legends, Tuthons have all sort of weird powers.

As a fungoid lifeform, Tuthons have a completely alien anatomy. This makes them resilient to physical damage, with even lasers not having much effect on them. Bullets are considered a mere inconvenience, to be spat out at a later time. They are however vulnerable to fungicides and similar chemicals. Tuthons have viciously sharp teeth and claws, but it is their fungoid nature that makes them more dangerous. Any scratch is likely to be infected with spores, which quickly grow and spread. Anyone taking damage from a Tuthon must make an initial contest of Resolve + Strength against them to determine whether they have been infected. If so, contests continue at quarter hour intervals, with the victim taking 2(1/2/3) damage for each failure as the fungus spreads over the body. Treatment is possible by amputation of an infected limb, specialist anti-serums, or by selective cell modification (an advanced process which mimics Time Lord regeneration by breaking down the cell structure and reversing the damage).

The shamans among the Tuthon are the Callers, those with the ability to summon the Galleen. During their initiation rites, a would-be Caller is exposed to the energies of a space whale's time core, the pearl-like organ that allows the Galleen to dive through time. The Tuthon bathes in its radiation, standing in the All Time of both past and future. The energies change their perception, giving them their sacred powers. The Caller can sense the ripples left in time by the passage of the whales, and see the trail of tachyons left behind and the disparities in the temporal tides. As part of their calling rituals, they use a time core taken from a slain Galleen to lure the space whales to them. They believe the spirit world is always present, and sacrifices may be needed to bargain with the spirit of the Galleen before its death.

Callers are the leaders of their clans and are distinguished by the tribal spirals carved into their fungal skin. Although taciturn by nature, Tuthons can speak with a gasping, rasping voice which sounds as if it's painful to them.

In the early days of Galleen hunting in the Fourth Millennium, Tuthon Callers were employed as trackers aboard the big space-whaling ships (*see L76*). These days, the whaling companies have developed their own technological trackers and no longer need to employ Tuthons. However, if they could get away with it, the more unscrupulous among them would love to get hold of a Tuthon to dissect and experiment on, to discover their secrets.

TUTHON CALLER

AWARENESS	4	PRESENCE	4
COORDINATION	4	RESOLVE	4
INGENUITY	2	STRENGTH	3

SKILLS
Athletics 2, Convince 1, Craft (Ritual Singing) 5, Fighting 4, Knowledge 1, Subterfuge 2, Survival 4

TRAITS
Alien
Alien Appearance
Alien Organs (Minor)
Alien Senses
Fear Factor 1
Feel the Turn of the Universe
Immunity – Small-scale physical and energy damage (bullets, lasers, etc)
Infection (see text)
Natural Weapons (Minor) – Claws: Strength +2 damage
Weakness – Fungicides may injure or kill a Tuthon

TECH LEVEL: 1

STORY POINTS: 6

THE URGE *(Cortex Fire)*

The people of Festin (*see L35*) are all loosely connected in a group neurological network which links every living thing on the planet. They cannot read each other's minds, but they share a vague awareness of each other and their environment, enabled by the lode cells on the napes of their necks.

What the Festins do not know is that all life on their world was created for one express purpose as part of a plan that has taken millions of years to come to fruition. In essence, they are all just the vehicles for the idea behind that plan. In some individuals, this plan is being triggered prematurely and Festin City has recently experienced outbreaks of violence caused by what have been named Nihilists. But this is no terrorist group. Normal people are inexplicably and spontaneously combusting and rampaging through the city until they are destroyed. What is causing this is unknown to the authorities.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

One clue to the cause of the Nihilists is in the shape that the overly complicated pattern the lanes for air-vehicles make in the skies above Festin City. This will be easiest to see on a 3D map, and is likely only to be spotted by a Time Lord. A Difficulty 12 Awareness + Knowledge roll will allow them to realise that the pattern resembles a sigil from the Dark Time.

Something that can only be described as an "urge" lies within every mind on Festin. It is a creature from another dimension. Long, long ago, there was an accident, and the Urge became anchored in our universe, wrapped in matter and serial time, and woven into every creature on Festin. It is in unimaginable torment and wishes to return to its reality. To do this, the Urge has engineered the destruction of Festin, influencing its people through their linked subconsciousness.

One hundred years ago, the Urge caused rockets loaded with warheads to be launched at the nearest star, Guitonus, two light days away. It has taken them a century to arrive, and when they do, the resulting supernova's energy will wash back over Festin. The spectacle will make the Festins realise their cosmic insignificance, a feeling magnified by the sigil formed by the air-lanes, in reality an enormous Nihilist circuit channelled through the lode cells. The Festins will all transform into the burning beasts and destroy themselves, and the planet will become a glyph of the Urge's will, opening a gateway to its freedom.

How can the Urge be thwarted? It is not a single entity, but one that is spread throughout the minds of the population of an entire planet. The Urge's plan has been in motion since life first appeared on this world and the entire Festin civilisation exists only to fulfil that plan. To destroy the Urge, you would need to destroy the Festins – which is what the Urge is intending anyway.

THE URGE

AWARENESS	8	PRESENCE	8
COORDINATION	N/A	RESOLVE	6
INGENUITY	7	STRENGTH	N/A

SKILLS
Convince 3, Knowledge 6, Medicine 6, Science 6, Technology 6

TRAITS
Alien
Special – The Urge: The Urge is not a discrete entity, but is part of the psyche of every living thing on Festin. It cannot be killed unless everyone on the planet is killed. It has no physical form. It cannot be seen or even communicated with by conventional means. By tapping into the subconscious minds of a large enough collection of Festins, communication with a simplified fraction of the Urge may be possible, perhaps via the Cortex, the computer network that the Festins are all linked to.

TECH LEVEL: 12

STORY POINTS: 10

But although the Urge cannot be destroyed, perhaps its plan can be defeated. Disrupting the sigil formed by the air-lanes or blocking the supernova perhaps. But these would only be temporary measures. Can the Urge be exorcised from the Festins' psyche without destroying them too?

THE VELENDARI *(Antidote to Oblivion)*

There are an awful lot of bugs out there in the microbial universe. So it is perhaps unsurprising if one or two have developed some sort of binding intelligence. But intelligent bacterial entities which have evolved psychic abilities are a rarity, even in the Doctor's experience. Nevertheless, he encountered a species of such bacteria in the laboratories of Cordelia Crozier (*see V17*) in London in the year 2382. Somehow her collection of diseases had become infected by a species of psychic bacteria called the Velendari. Characters with the Psychic Trait might be able to detect the presence of the Velendari on the psychic waveband even though they cannot be seen, by winning a contest of Awareness + Ingenuity with them.

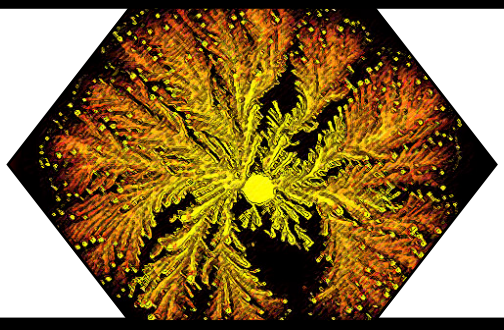
The Velendari may well be microbes with ideas above their station, but they pose a deadly threat to the macro world. The Velendari – or perhaps discrete groups of them – seem to have developed identities. Flip Jackson (*see A7*) was infected by one calling itself Velena, while the so-called Great Chief of the Velendari declared itself to be Voda. Voda stands at the head of its pestilential army, leading multitudes into battle against the antibodies of enemy immune systems. The Velendari can afford to lose billions of their numbers and still call billions more to the attack. They believe themselves to be unstoppable!

As the Velendari have grown in intellect, so they have grown in their ambitions. Their intelligence grows impatient to leave the confines of the microbial world and occupy the living spaces beyond. To do so, they need a point of entry: creatures of the macro universe to infect and take over. They intend to transfer themselves into the minds of sentient beings, taking a giant step on their evolutionary journey by gaining human bodies as vessels for their minds. The Velendari will occupy, conquer and put an end to what they see as the human experiment. Only a few humans will be allowed to remain, as nurseries for the Velendari young.

Being psychic, the Velendari are able to communicate with their victims as their infection takes hold. Velendari can use their powers to try to calm their victims into slumber, dropping their defences against the bacterial attack. Or they can use a more direct method simulating a military attack. As the fever of Velendari infection progresses, the victim will experience its spread as if it were a battle in the macro world. The clash of weaponry, the charge of horses, the screams of the injured and dying. These sounds will play out in the victim's mind as their antibodies seek to repel the bacterial invaders. Indeed, the GM might wish to describe the attack of the Velendari in just these terms, using the Infection trait's rolls in place of physical combat. If the Velendari wins and the victim succumbs to the infection, the Velendari will take control of their new body.

Naturally, vaccines may be developed to fight the Velendari. But the Doctor was concerned that the bacteria will be able to mutate in response, leaving the antidote useless. Until a new vaccine is developed, mankind will be defenceless against the microbe horde!

VELENDARI



AWARENESS	4	PRESENCE	4
COORDINATION	5	RESOLVE	4
INGENUITY	2	STRENGTH	N/A

SKILLS
Convince 4

TRAITS
Alien
Alien Appearance
Hypnosis (Minor)
Immaterial
Infection – The Velendari use contests of Resolve + Convince to deliver 3(1/3/4) damage
Invisible – Except under a microscope
Possess – Automatic once Infection succeeds
Psychic
Size – Tiny (Special) – Microscopic
Telepathy
Weakness – Targeted vaccines and antigens are lethal to the Velendari

TECH LEVEL: N/A

STORY POINTS: 1-2

VILAL *(Quicksilver)*

The Vilal are troll-like brutes, heavily armoured and heavily armed. Flip Jackson (*see A7*) called them metal-plated mud-men and armoured hobgoblins, and both descriptions are apt. Their coarse, lumpen features are hidden beneath the visors of their helmets, and they speak with harsh, guttural voices which display only a basic familiarity with vocabulary and grammar. Their equipment is both clunky and clumsy, concealing quite how advanced some of it actually is.

The Vilal are dedicated to war, perhaps more literally so than some of the other races that are described in this way. Their species long ago realised that the best way to wage war was to divide themselves. The Vilal footsoldiers contain all the strength, power, force and obedience of their race. Another form of the Vilal, another vessel, is used for the intelligence, logic and cunning. Every generation a new vessel is prepared, born and bred for the task. All knowledge, all histories and all strategies are fed into the vessel's mind as it matures. When the Doctor and Constance (*see A4*) encountered the Vilal on Earth in 1948, that vessel was an individual called Kinvar (*see A58*). The Vilal need Kinvar to direct their actions, and Kinvar has decided that he doesn't want to fight. Without him, the Vilal are without intelligence or direction. They cannot plan strategies; they can only respond to stimuli and guess at the best course of action, choosing the most obvious no matter how illogical.

Kinvar has fled from the Vilal, escaping to Earth in the 1940s. The Vilal are easy prey for their enemies, who already have their homeworld under siege. The Vilal are losing their war against the insectoid Zerith (*see V139*), a species from the same system as theirs. The Zerith have superiority in numbers, while the Vilal have superiority in individual strength. It is an even match, except for the absence of Kinvar.

Their brutish appearance belies the fact that the Vilal possess some very advanced technology. Their ships are equipped with basic time travel capability and often remain concealed in the Vortex, just on the edge of spacetime in the proximity of any military action. Vilal soldiers are usually armed with molecular disruptor weapons, and their armour has inbuilt teleport systems.

The expedition sent to Earth to find and recapture Kinvar is the Vilal's last hope for survival. But the need to hop around the local timeline in pursuit of him has drained their ship of a lot of energy. They must now eke out what remains as long as possible while still trying to complete their mission.

If Kinvar is recovered and connected to the Helm of Vilal, a psychic connector linking him to the Vilal, the soldiers will be under his command. The establishment of the psychic network will make an immediate change in the Vilal. They will suddenly react much faster, moving like lightning and responding instantly to Kinvar's mental instructions.

VILAL SOLDIER

AWARENESS	3	PRESENCE	1
COORDINATION	2	RESOLVE	4
INGENUITY	1	STRENGTH	7

SKILLS
Athletics 2, Fighting 4, Marksman 3, Survival 3, Technology 1, Transport 2

TRAITS
Adversary (Major) – Zerith
Alien
Alien Appearance
Brave
Fear Factor 1
Impulsive
Tough

Vilal officers also have Military Rank.
Under the direction of the Helm of Vilal, all Vilal gain Fast (Major), Networked and Quick Reflexes.

EQUIPMENT
Vilal Armour [Traits: Armour (5 points), Teleport. 3 Story Points.]
Molecular Disruptors: L(4/L/L) damage

TECH LEVEL: 8

STORY POINTS: 2-4

VISTEEN KRANE *(Whispers of Terror)*

In the near future, the late Visteen Krane was the foremost actor of his age. He was, however, a very private person and avoided the visual media, instead concentrating on audio performances. As a result, there is virtually no visual footage of his work and only a handful of still photographs.

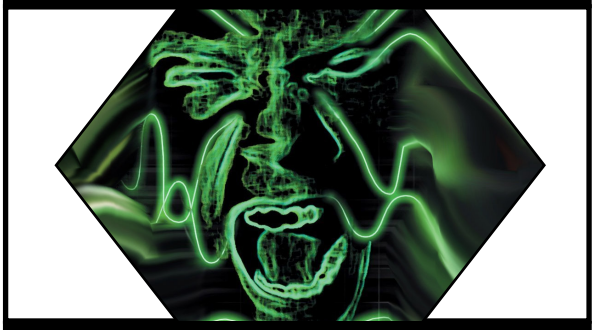
While still a relatively young man, Krane turned to politics, culminating in him standing for the presidency. The polls indicated that Krane was almost certain to win the election and he was expected to name his agent Beth Pernell as his candidate for vice president. It was therefore all the more shocking when the news broke that Visteen Krane had shot himself while at the Museum of Aural Antiquities, where he had been editing recordings of his past speeches to use in his campaign.

As he died, Krane managed to use the studio's equipment to transform his consciousness into a living entity of pure sound. As a wave-form, Krane is invisible and can move around the Museum almost undetected, penetrating any barrier which is not sound-proofed. He can generate and mimic any sound or voice. Krane cannot however interact with physical objects or use his sound waves as a weapon. Instead, he uses them to cause distractions, disorientation, fear or confusion to try to trick a victim into making a fatal error – crashing a car or touching live cables, for example. If his wave-form is broadcast, Krane could be multiplied a thousandfold in an instant. Krane can hide within any sound but cannot exist in silence, requiring at least some noise however quiet to survive. It might be possible to trap him on an audio disc or tape, maybe even delete him forever.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Visteen Krane did not in fact commit suicide. Instead, he was shot on the orders of Beth Pernell. The sound recording of events within the studio was then edited to make it seem like a suicide. Krane had confronted Pernell and, instead of naming her as his running mate, was intending to denounce her as a would-be tyrant. Krane is now working to exact his revenge, but also to prevent Pernell from being elected as president.

VISTEEN KRANE WAVE-FORM



AWARENESS	4	PRESENCE	4
COORDINATION	5	RESOLVE	4
INGENUITY	4	STRENGTH	N/A

SKILLS
Convince 4, Craft (Acting) 6, Knowledge 4, Marksman 2, Subterfuge 3, Technology 3

TRAITS
Environmental (Minor) – Can survive in any environment which conducts sound
Fear Factor 3
Invisible (Special Good)
Natural Weapon (Special) – Sonic Onslaught: By spending a Story Point, Krane can generate a disorienting barrage of sound, causing a -8 penalty on all actions by his victim
Replicate – Can multiply itself if broadcast
Shapeshift (Special) – Can modulate its wave-form to become other sounds and imitate voices
Special – Wave-Form

TECH LEVEL: 6

STORY POINTS: 10

WAVE-FORM – SPECIAL GOOD ALIEN/GADGET TRAIT

A character with this trait is basically no more than a living sound wave, and a Gadget with this trait can transform a character into such a sound-wave. The character is invisible and to all intents and purposes incorporeal. They cannot exert any strength to interact with the physical world, but neither do they take any physical damage. They can move at the speed of sound and can penetrate the smallest crack or thickest barrier so long as it conducts sound. The character can still speak (if sentient) or at least make a noise (if not), and may even be able to replicate other sounds or mimic voices if they have the Shapeshift Trait.

VIYRANS *(Patient Zero, Blue Forgotten Planet)*

The Viyrans are a mysterious and secretive alien species from a distant galaxy, possibly artificially created (or "summoned" as they themselves say). They have been charged with the mission of tracking down and destroying millions of viruses that were released throughout time and space as a result of the destruction of the Amethyst Viral Containment Station (*see L6*). They have so far refused to reveal who has summoned them and charged them with this task.

Viyrans will typically arrive at a location where they believe a viral infection to be present, isolate the location and try to cure all those infected. For ease of handling, subjects are frozen and confined within floating containment pods resembling flying glass coffins. Those who are cured will have all memory of the incident removed, while those they are unable to cure will be destroyed, even if this means destroying an entire planet.

Viyrans are eight-foot tall humanoids with disproportionately long, thin limbs. They wear outfits resembling futuristic white hazmat suits with a domed helmet whose only feature is a rectangular slit where their eyes should be. There is an organic lifeform hidden within this armour, something with skin like wet tissue paper. Viyrans do not have a spoken language of their own, but communicate telepathically and by hand gestures. With other species, they will assimilate the local language by sampling a subject's speech and reproducing this artificially. Unnervingly, they then speak with the same voice as the subject sampled.

The Viyrans are highly advanced, particularly in the area of medical sciences and virology. Viyrans are experts in memory manipulation and their ships are equipped with machines designed specifically for this. The Doctor has encountered the Viyrans on a number of occasions, but his memories of many of these encounters have been removed by them. The Viyrans are relentless in pursuit of their objectives and cannot easily be dissuaded from a course of action that will result in a virus being eliminated. If there is even a one in several billion chance of a single particle of a virus activating, they would not hesitate to destroy an entire species to prevent this. Viyrans are also highly secretive, only disclosing as much information as is absolutely necessary for their mission.

Viyrans are virtually indestructible. This ability operates by immediately resurrecting a Viyran if it is killed, restoring them in the blink of an eye. How this is achieved is unknown, but Viyrans have even been witnessed re-assembling after being blasted into pieces by Dalek firepower.

The Viyrans were somehow able to see Charley Pollard (*see A2*), even though she had been rendered invisible and insubstantial by a Dalek virus. Even the Daleks themselves could not detect the presence of victims of this virus, and it remains unclear how the Viyrans achieved this feat. Possibly their vast experience with viruses allowed them to see Charley because of her infection.

VIYRANS

AWARENESS	3	PRESENCE	3
COORDINATION	3	RESOLVE	6
INGENUITY	5	STRENGTH	5

SKILLS
Knowledge 2, Marksman 1, Medicine 6 (AoE: Virology), Science 4, Subterfuge 1, Technology 3, Transport 2

TRAITS
Alien
Alien Appearance
Alien Senses
Armour (5 points)
By the Book
Environmental (Minor) – Protected against viral and bacteriological contamination
Fast Healing (Special)
Immortal (Special)
Obsession (Major) – Eradicate viruses
Psychic
Special – Translate: May spend one Round to assimilate any new language it hears
Telepathy

EQUIPMENT
Viral Scanner [Traits: Scan. Story Points: 1.]

TECH LEVEL: 7

STORY POINTS: 2-4

Charley encountered a group of proto-Viyrans in the distant past, before any other civilisations had developed. The mission of these proto-Viyrans was very different: the periodic culling of life to prevent it from destroying itself.

VOYAGER *(Voyager, Once Upon a Time Lord, etc.)*

Voyager comes from the realms of Old Time, from the Dawn of Myth. He is the very Spirit of Legend and his name is Death. For eternity, Voyager has haunted the dreams of men, sowing seeds of restlessness in their hearts, to voyage through daylight and darkness guided only by the stars. Perhaps he sailed through the dreams of Rassilon countless aeons ago. Or perhaps not. Rassilon was a Lord of Time; Voyager is a Lord of Life. But in the fear-haunted dreams of those he visits, Voyager is either a ghost or a god.

Voyager's Death-ship, a three-masted sailing galley, sails the oceans of the void, to the very edge of everything where the seas fall over an eternal waterfall with a demon's roar, plunging into oblivion. Those who are summoned to Voyager's ship in their dreams and bound to the wheel will go over the abyss with the ship, perhaps waking to find themselves falling out of bed or toppling on the edge of a sheer drop.

The manifestation of Voyager is as a lean figure with grim visage and face wrinkled and worn by the endless aeons. His eyes are bottomless pits in which only the stars of eternity can be seen. On his ship, he is a looming presence in long robes and a skullcap. At other times or places, he might appear in a more appropriate guise. In a desert landscape for example, he may appear riding a camel and be dressed in the robes and keffiyeh of a sheik. He is often far larger than a man, sometimes even dominating the heavens. In the physical world, his ship disrupts reality; his passage causes electromagnetic storms and the warping of the gravitational field of the planets he visits. It is fortunate then that he is largely a figure of dreams and nightmares or the gulfs of space and time, rarely visiting inhabited worlds.

Voyager has unimaginable powers over the dimensions, time and space, dream and reality. But his most prized secrets are recorded in his charts, most particularly his dominion over the dimension of Death as the Lord of Life. Long before the Doctor was even born, the rogue Time Lord known as Astrolabus (*see V9*) used the knowledge contained in Rassilon's *Book of Old Time* to steal Voyager's charts, using them to become immortal. Since then, Voyager has pursued Astrolabus across time and space, bringing destruction in his wake. Fortunately for Astrolabus, Voyager is not omniscient and the rogue has been able to evade him for centuries. But Voyager holds the Time Lords responsible for the crimes of Astrolabus. Any other Time Lord who gets too close to Voyager will feel his wrath, their dreams becoming nightmares as he attempts to coerce them into recovering the charts for him.

Voyager is a cosmic force to rival the Guardians of Time. He can create and destroy universes if he desires. Because of this, statistics are not provided for Voyager as they would reduce him to a mere mortal, capable of being bested. He is not an entity that any character can hope to defeat, except as an adventure requires. Voyager is best used as a plot device, a catalyst to start an adventure and drive the players forward, haunting the characters' dreams and nightmares to impart information and issue threats and commands.

IN THE DREAM REALM OF VOYAGER

Characters will most likely encounter Voyager in their dreams and nightmares. He may have summoned them there in order to charge them with a mission or quest in the waking world. It is in these dreams that the characters can most safely interact with Voyager, as in the real world his very presence can warp reality. Not that Voyager cannot harm those snared in his dream world, and his nightmares are most likely to result in a loss of Story Points or Resolve in the waking world.

Like the Guardians of Time, Voyager is effectively an extension of the GM. His lack of stats indicates that he cannot be bested by the characters, either physically or mentally. Perhaps though they might be able to influence the dream, even if only to rouse themselves from slumber and escape from the Lord of Life for a while.

In the absence of stats for Voyager, the GM should assign a Difficulty for the attempt. The Difficulty for trying to influence the dream should start at 15 at the very least, depending on the complexity of what is attempted. Anything more than merely trying to wake up will also require the expenditure of Story Points, using the rules for influencing the Matrix in *The Time Traveller's Companion* as guidance.

THE VVORMAK *(The Shadow in the Glass)*

In May 1944, a Vvormak ship was shot down by the RAF over the English Channel and crashed near the village of Turelhampton in Dorset. The pilot died shortly after impact, but the remaining crew survived in their hibernation caskets.

Vvormak are misshapen, elongated figures, as if made of bones without the flesh or muscle on them. Their faces are like things from hell. Grey and pitted like stone, with glowing lidless red eyes which are slanted and oval, running down rather than across the face. The forehead rises up and over the hairless head, broken only by the stubby horns that erupt from it. The nose is a cruel beak jutting out over a lipless mouth.

Vvormak place themselves in hibernation for long space voyages, within caskets fitted with longevity devices extending their lifespans if necessary. They don't need to be up and about running the ship. Vvormak are psychic creatures, and even in hibernation they can extend their own psyches which manifest as virtually invisible imp-like creatures. These "familiars" are able to move around in the immediate vicinity, but travelling in a plane beyond the purely physical. As astral projections, they can pass through walls and other barriers, but they can interact with the physical world if they need to, to operate the ship's controls for example. Or reaching into the body of an enemy and messing about with them inside.

Vvormak familiars are only visible if you are looking in the right places. Or not looking at them at all. They might be glimpsed as reflections in glass or as distorted shadows, and they can be captured on film. They are small and misshapen creatures, squat and hunched, with smoky red eyes glowing like embers. As with their physical bodies, their smooth hairless skulls are horned, like demons or gargoyles or imps.

Even before 1944, the Vvormak had the measure of man, believing them to be violent aggressors, thieves and vandals. They had come to Earth on a survey mission to test their beliefs and see if they were mistaken. Being shot out of the skies has only encouraged their hatred and distrust of mankind.

Vvormak ships are cylindrical in shape, constantly spinning in the air with two red lights glowing like machine eyes and maintaining a fixed position despite the spin. The hull of the cylinder is smooth gleaming metal, but it is cocooned within a strange opaque structure, not quite crystal or glass. Vvormak ships are powered by potential energy and in emergencies can recharge themselves from the spin of a planet. Gas giants would be best though, and using something the size of the Earth would take decades.

VVORMAK

AWARENESS	3	PRESENCE	4
COORDINATION	4	RESOLVE	4
INGENUITY	4	STRENGTH	4

SKILLS
Athletics 2, Convince 3, Fighting 3, Marksman 1, Science 2, Subterfuge 4, Technology 4, Transport 3

TRAITS
Alien
Alien Appearance
Astral Projection (see *The Third Doctor Expanded Universe Sourcebook*, page L15)
Fear Factor 2
Psychic
Telepathy
Tough

TECH LEVEL: 6

STORY POINTS: 3-5

VVORMAK FAMILIAR

Vvormak familiars are the astral projected forms of the sleeping Vvormak. They have the same stats are their physical forms, with the addition of Immaterial (Special Good), Invisible (Major) and Size – Tiny (Minor). Despite their Immaterial trait, familiars can interact with the physical world if they wish, reaching through solid matter to manipulate objects or inflict damage which ignores Armour and similar protection. Hence their Immaterial trait is Special Good rather than Bad.

WAILERS *(Spaceport Fear)*

The true name of the species commonly known as the Wailers is a mystery. They are called Wailers for the obvious reason of the often terrifying howling of their hunting call, and even they refer to themselves as Wailers.

Wailers are creatures of the night, having an aversion to light. Bright light causes them pain and even injury, so they avoid daylight. Although rarely seen by other races, Wailers are large creatures with smooth, grey skin and thin arms. Because of their drab colour, they are especially difficult to spot in the darkness and might be mistaken for lifeless rock as they wait motionless for their prey.

Wailers feed on the very life essence of other creatures and are sometimes considered to be vampiric in nature. They are ambush predators. They kill by attempting to grab their prey, keeping them immobile as they suck them dry. The victim turns the same grey colour as a Wailer as they are reduced to a brittle material that shatters into dust. Finally, the Wailer breathes the dust in, leaving very little behind.

Although they might appear to be animalistic, Wailers are actually a space-faring species, though not a particularly bright one. It is likely that, like the Ogrons, they are a primitive race which has acquired technology from contact with more advanced species. Despite their method of feeding, Wailers do not generally prey on sentient species and more usually use energy weapons in combat. Their speech is very thick and guttural, and is often very difficult to understand, particularly as their vocabulary and grasp of grammar are limited. As a result, Wailers are not generally disposed to diplomacy, being more likely to make their demands by force of arms.

In many parts of the galaxy, Wailers are a protected species. This is partly because of their primitive nature, which makes them vulnerable to exploitation, and partly due to their aggressive disposition, which makes them dangerous to others. In areas where they are protected, it is illegal to transport Wailers without the proper permits. Wailers don't really understand these restrictions and treat them as advisory rather than mandatory.

The Doctor encountered a young Wailer in Tantane Spaceport (*see L79*) in the year 6127. It had been trapped there for four hundred years, indicating that Wailers have a very long lifespan as it had still not reached adulthood. Elder Bones (*see V28*), a member of the Palpane, had attempted to smuggle the creature onto the planet in order to set it loose just as a Shargrain diplomatic ship touched down. Fortunately for the Shargrain, and unfortunately for the Spaceport, the Wailer was discovered by Customs. Tantane Spaceport was put into immediate lockdown behind an impenetrable forcefield and has remained that way ever since, with a Wailer fleet subjecting it to periodic plasma bombardment in an attempt to rescue their stolen child.

WAILER

AWARENESS	4	PRESENCE	4
COORDINATION	3	RESOLVE	4
INGENUITY	2	STRENGTH	5

SKILLS
Athletics 2, Fighting 4, Marksman 3, Subterfuge 4, Survival 2, Technology 1, Transport 2

TRAITS
Alien
Alien Appearance
Alien Senses – Darkness sense
Fear Factor 2
Natural Weapon (Major) – After a successful grab attempt (contest of Strength + Fighting), a Wailer will drain a victim of its life essence, inflicting L(4/L/L) damage on the following Round
Tough
Weakness (Major) – Bright light causes Wailers 1 point of damage per minute of exposure (not reduced by its Tough trait); light-based weapons deliver double normal damage

EQUIPMENT
Blaster: 7(3/7/10) damage

TECH LEVEL: 6

STORY POINTS: 1-3

WAVEFORMS *(Criss-Cross)*

There is a war being fought on a very different plane of existence to our physical realm. One that most life in the universe isn't even aware of. A war between living entities composed of sentient electromagnetism. Creatures of differing wavelengths burn each other in a conflict that divides the spectrum.

One group of Waveforms attempted to flee to longer wavelengths and lower frequencies, but found themselves stranded on Earth in 1944. By this time in Earth's history, the air is already saturated with radio transmissions and the Waveforms became trapped in a range of the spectrum corresponding to their frequency. They were unable to distinguish the medium from the message in the radio waves. In order to move between them and escape, they need understanding. The Doctor explained the equivalent situation for organic lifeforms as floundering in a sea of flesh and bones in infinite confusion.

The Waveforms' ship crashed into the sea. This gave the Waveforms some respite, as the sea provides insulation to the constant bombardment of radio waves in the world above. But they are stranded. They have released reconnaissance and communication beacons to try to call for assistance. These devices, which appear to be golden eggs, have washed up along the coast of Brittany and been collected by an officer in German Intelligence. The beacons mutter softly in the crackling voice of the Waveforms. If held too close, they may try to make mental contact, inadvertently triggering an attack by the Waveforms' transmission lightning.

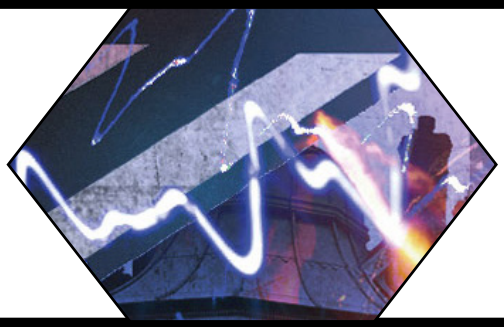
Waveforms can modify their frequency to become visible to "physical transponders" (as they term organics), appearing as waves of swirling light. At their lowest wavelengths, they can even create physical bodies for themselves. These "Chuadri" look like silver statues, but ones which can move and speak. They are difficult to damage, as small injuries close up instantly, and can dissolve back into electromagnetic Waveforms if required.

Both Waveforms and Chuadri are deadly opponents. As well as their transmission lightning, at close range they can agitate the component molecules of a person, stripping them of the electron bonds of their atoms. Literally shaking them to pieces.

As the Waveforms build an understanding of the meaning in the radio broadcasts, they can begin to navigate through them. In the Second World War, this means first cracking the British and German codes. The Waveforms' range increases exponentially so long as it keeps deciphering whatever's being carried in the surrounding radio waves, separating the message from the medium.

Although initially appearing to be benign and just requiring assistance, the Waveforms view the Earth as a resource for their war. They can absorb the tiny electrical impulses in the brains of every living thing on the planet, then absorb the power from the electromagnetic fields that cross it, cleansing it of all life. As the range of their movement extends and more frequencies fall under their control, they can transmit Chuadri to secure more territory. Their nature makes them difficult to fight. But maybe the Waveforms can be trapped in transmissions of unbreakable code, kept secure within a narrow band of frequencies.

WAVEFORM



AWARENESS	5	PRESENCE	4
COORDINATION	5	RESOLVE	4
INGENUITY	3	STRENGTH	N/A*

*Strength 5 in Chuadri form

SKILLS

Convince 1, Fighting 3 (only in Chuadri form), Knowledge 3, Marksman 3, Science 1, Subterfuge 3, Technology 4, Transport 3

TRAITS

Alien
Alien Appearance
Alien Senses – Electromagnetic radiation
Immaterial
Immunity – All physical damage
Invisible (Special Good) – Can adjust its wavelength to move between visible and invisible
Natural Weapon (Major) – Atomic Agitation: L(4/L/L) damage, only at close range
Natural Weapon (Major) – Transmission Lightning: 5(2/5/7) damage
Psychic
Telepathy
Teleport
Weakness (Special) – Radio waves and interference can disrupt the Waveform, rendering it helpless, trapping it or even dispersing it (contest of the Waveform's Awareness + Resolve against a Difficulty assigned by the GM depending on the strength of the signals)

TECH LEVEL: 6
STORY POINTS: 3-5

THE WISHING BEAST *(The Wishing Beast)*

When he was a child, Daniel Applewhite so wanted to be a traveller. But he died many years ago, or so his older sisters tell their visitors. The space cruiser in which they were passengers crashed on a jagged asteroid almost three centuries ago, and Daniel and his sisters (*see V5*) were the only survivors. Something on the asteroid changed them all. Maria and Eliza were given great powers, but the greatest of all was granted to Daniel.

After the crash, a voice called out to Daniel in the night, a voice that only he could hear. It beckoned him to find his destiny beyond the forest, over a lake towards the mountains. The voice promised to grant his dearest wish. To be able to stand up to his sisters and boss them about as they did to him. To scare them. To be a monster.

Daniel followed the voice and was changed by what he found. He grew extra limbs and a dragon-like skin like a pelt of finely spun scaly gold. He became an impressive creature with oily, golden scales and shining ruby eyes. He is the Wishing Beast. Daniel, the Wishing Beast, withdrew into the forest on the asteroid in order to nurse his wounds and alterations, and to try out his newfound powers.

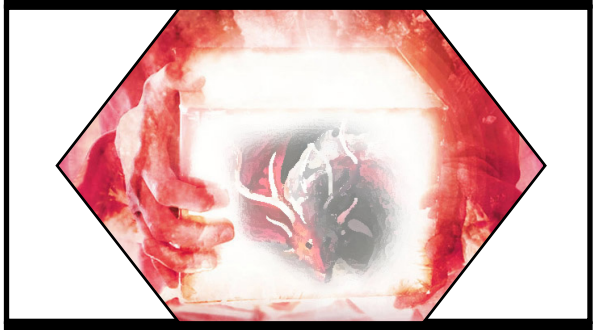
The Wishing Beast is a hybrid creature made up of the original Daniel Applewhite and something else, the thing that mutated him and his sisters. Without Daniel, the Wishing Beast is just a featureless white box. It dropped out of another time and another galaxy, perhaps from somewhere even further. It has powers so advanced that they might as well be sorcery. Alone on the asteroid for eons, the box bonded with Daniel. But it is nothing more than a parasite from another dimension which preys on the souls of innocent beings.

The lifespans of Daniel and his sisters have all been drawn out enormously by the powers of the box. They were little more than children when they arrived on the asteroid. Three centuries later, the sisters are old, but they are still alive and active. They have lured ships to them with a message broadcast into space, beguiling those aboard but ultimately taking them to be devoured by the Wishing Beast. It sucks out their essence and consumes the goodness in them. This psychic drain peels off layer after layer, leaving them insubstantial as ghosts. It rarely finishes them off in one sitting. But eventually they vanish completely, becoming part of Wishing Beast as they perish.

Within the Wishing Beast, Daniel's age is indeterminate. But after three centuries, he is tired of being the Wishing Beast and wants to leave this place forever. He is bound to the thing in the box, or more correctly to the box itself. Daniel knows the Wishing Beast will not let him go. Perhaps he needs to find somebody to take his place and become a new Wishing Beast.

Without the Wishing Beast to maintain it, Daniel's asteroid would quickly revert to its original radioactive and toxic state.

DANIEL, THE WISHING BEAST



AWARENESS	3	PRESENCE	4
COORDINATION	3	RESOLVE	3
INGENUITY	1	STRENGTH	8

SKILLS
Athletics 1, Fighting 3, Survival 3

TRAITS
Additional Limbs (Legs) x2
Alien
Alien Appearance
Armour (5 points)
Fear Factor 2
Natural Weapon (Special) – Psychic Drain: Contest of Presence + Resolve to drain 2(1/2/3) points from a victim, chosen from Presence, Resolve and Ingenuity. Once one reaches zero, the victim gains Immaterial (Special Bad). Once all three reach zero, the victim fades away completely.
Psychic
Size – Huge (Major)
Special – The Wishing Beast: The Wishing Beast can spend Story Points to change reality. For example, to alter other characters costs Story Points equivalent to the cost of the Attributes, Skills and Traits it adds or removes from them; in the case of Bad traits, the cost is equivalent to their points bonus. The costs of wider changes to reality are determined by the GM.
Telepathy

TECH LEVEL: 6 (Daniel), 12 (the box)

STORY POINTS: 12

WOLVERINES *(The Red House)*

In the early 3000s, human settlers colonising a planet found a forested paradise full of life of all kinds. A paradise marred only by the presence of a race of savage predators, the Wolverines. These creatures were very similar to the werewolves of Earth legend, a form repeated many times across the galaxy (see *The Fourth Doctor Expanded Universe Sourcebook*), complete with their bite carrying an infection which caused humans to transform into Wolverines when exposed to moonlight.

The Wolverines' savage nature brought them into conflict with the colonists, who responded by exterminating them completely. But this left them with the problem of what to do with those humans who had been infected and now changed into Wolverines periodically. They were too human to kill, so it was decided to exile them to a remote island far away from the mainland, and they have remained there since. Over the succeeding generations, the wolven side of the exiles' nature became more and more dominant until, a couple of centuries later, their human form is seen as the aberration. In this new breed of Wolverines, the werewolf form is the natural one, with the change into simian proto-human being triggered by exposure to sunlight. As Wolverines, they have become docile, and it is the "Skin-Hide" form which is savage.

Back on the mainland, the colonists are beginning to see the Wolverines as more alien than human, and there is talk of exterminating them once and for all. As a compromise, an experiment is underway to try to remove the savage human characteristics from them, leaving only the peaceful Wolverine personality. A scientist from the mainland has set up a laboratory in the Red House on the hill above the Wolverine village. Dr Paignton (nicknamed Dr Pain by the Wolverines) has developed a psychic extractor (*see G11*) for this purpose, but the process is lengthy, extremely painful and not yet perfected.

The Red House imposes a curfew on the Wolverines during daylight hours, with the only ones permitted outside being the Wolverine constabulary who wear protective, all-covering sunsuits. Their main problem is a gang of younger Wolverines who secretly meet to change into Skin-Hides. The leader is hoping that they will be able to control their changes enough to pass for human and return to the mainland, where they can either live in secret or, if that fails, infect as many humans as possible!

If the Red House is overrun by Wolverines, an alarm back to the mainland will trigger a containment protocol, the launch of a nuclear missile to wipe out all life on the island.

WOLVERINE

AWARENESS	5	PRESENCE	4
COORDINATION	4	RESOLVE	3
INGENUITY	3	STRENGTH	3

SKILLS
Athletics 3, Convince 1, Fighting 2, Survival 3, Technology 1

TRAITS
Alien
Alien Appearance
Fear Factor 1
Natural Weapons (Minor) – Claws & Fangs: Strength +2 damage
Quick Reflexes
Skin-Hide
Tough
Weakness (Minor) – Wolverines take +2 damage from silver weapons

TECH LEVEL: 6

STORY POINTS: 3-5

SKIN-HIDE – SPECIAL GOOD ALIEN TRAIT

Aliens with this trait are compelled to transform into a proto-human or near-human form under certain conditions, a sort of reverse lycanthropy. The conditions may be times of stress or if exposed to moonlight or sunlight or some other phenomenon.

When transformed, the alien gains the following adjustments to their stats: -1 Ingenuity, +2 Strength, Distinctive, Frenzy, Infection, Weakness (Minor) – Skin-Hides take +2 damage from lead weapons. They also lose any Alien Appearance they may have in their normal form. Skin-Hide costs 1 point to purchase.

THE WRATH *(The Acheron Pulse)*

The Wrath army appeared five years ago as if from nowhere and is carving a way through Drashani space, making for its capital planet. At its head is the masked warlord Tenebris. Some say that the Wrath were oppressed and butchered by the Empire and that they only want their revenge, but this is just speculation.

The Wrath are regimented, featureless and identical. They appear to be armoured, but in fact the armour is part of them. They might even be thought of as a clone race, but that isn't the answer to what they are. They have a gestalt mind, inside which there is an inferno of rage boiling away. The Wrath are at war with the Drashani and want to eradicate the Empire from the cosmos.

Only their leader Tenebris (*see V121*) knows the origin of the Wrath. That's not surprising, as he created them. Tenebris spent a quarter of a century stranded on Sharnax (see *The Fifth Doctor Expanded Universe Sourcebook*), a former mining colony of the Drashani Empire, now inhabited only by the mindless Igris. Tenebris's psychic mind had a link to the Igris and could soothe their pain and rage. He discovered that the Igris are all that remains of those prisoners of the Drashani who were subjected to genetic experimentation by their captors. Their bodies were mutated into the monstrous Igris and their minds were stripped away, the psyche being cast out and into a limbo dimension where they became nothing more than insubstantial spirits.

Tenebris brought the disembodied souls back from the limbo that he called the Undervoid. One by one, he subjected the spirits to a psychic force that transformed them into a new lifeform, the Wrath. Later, Tenebris used his weapon, the Acheron Pulse (*see G2*), to create new Igris and use the souls released from them to form new Wrath recruits for his army. The newly created creatures are blank slates, without purpose or direction, ready to be programmed in any way Tenebris desires. He has imbued them with his drive for revenge on the Drashani Empire that abandoned him to his fate on Sharnax. After all that the Drashani had done to the Igris, he found that the Wrath needed very little persuasion to hate them.

But the Wrath are not just mindless slaves. True, they follow Tenebris's orders and intone "Tenebris be praised!" as though they worship him. But they can think for themselves, and if Tenebris's obsession with revenge is challenged, they may begin to suspect that the programming he has given them may be flawed. All they require is certainty, a single, unopposed morality that they can live by, whether that is Tenebris's or another leader's. The Wrath's creed is absolute, and they will follow it so long as they believe it to be correct.

The Wrath's raging inferno of a mind is given physical existence in the form of the flamebolts that they can eject from their hands, a cleansing fire to devour their opponents. As well as their unnerving featureless faces, their deep, hollow voices induce fear in their enemies.

WRATH

AWARENESS	3	PRESENCE	4
COORDINATION	2	RESOLVE	5
INGENUITY	2	STRENGTH	5

SKILLS
Athletics 2, Fighting 4, Marksman 4, Technology 2, Transport 2

TRAITS
Alien
Alien Appearance
Armour (5 points)
Fear Factor 1
Natural Weapon (Major) – Flamebolt: 5(2/5/7) damage
Networked (Major)

TECH LEVEL: 6

STORY POINTS: 2-4

ZERITH *(Quicksilver)*

The Zerith are an insectoid race who hail from the same system as the Vilal (*see V129*). In appearance, they look rather like giant praying mantises six feet tall. But their bodies are made of a clear crystalline substance, almost as if they are glass. From an objective point of view, they are quite beautiful. But they are also deadly.

The Zerith are engaged in a war to the death against the Vilal. The origins of this conflict are unknown, but the cause seems to be territorial. The Zerith position seems to be that they want their system to themselves and are unwilling to share it with their neighbours. The Zerith have superiority in numbers and have placed the Vilal homeworld under siege. They are also pursuing the remnants of the Vilal military across the galaxy, hunting them down and destroying them.

To the Vilal, the Zerith are vicious and cruel. They are relentless in their pursuit and merciless in the treatment of their enemies. When they cornered the last of the Vilal fleet on Earth in 1948, they vowed not to rest until the planet was stained black with Vilal blood.

Zerith have a matriarchal society. All warrior Zerith so far encountered have been female, referring to each other as sisters. The role of male Zerith in their society remains unknown. Possibly they are restricted to being a slave caste back on their homeworld.

Zerith are technologically advanced. Their ships are equipped with both transmat and time travel capability. Their mastery over time is however at a primitive stage.

ZERITH

AWARENESS	3	PRESENCE	3
COORDINATION	5	RESOLVE	4
INGENUITY	3	STRENGTH	5

SKILLS
Athletics 3, Convince 2, Fighting 4, Marksman 3, Survival 1, Technology 3, Transport 2

TRAITS
Adversary (Major) – Vilal
Alien
Alien Appearance
Armour (5 points)
Climbing (Minor)
Natural Weapon (Minor) – Glass Pincers: Strength +2 damage

EQUIPMENT
Energy Blaster: 7(3/7/10) damage

TECH LEVEL: 8

STORY POINTS: 3-5

LOCATIONS IN SPACE AND TIME

ABBEY MARSTON *(Static)*

When the Doctor diverted the TARDIS to Abbey Marston in the 1980s, just about the only activity here was a shabby caravan park managed by an unfriendly old man by the name of Percy Till. The caravan park isn't the most welcoming of places. It is run down and has few amenities. To make things worse, visitors are forbidden to use radios, cassette players or portable TV sets – a seemingly bizarre rule strictly enforced by Percy.

Abbey Marston is an almost uninhabited area in Southern England centred around a stone circle. The only other nearby site likely to draw tourists are the remains of a ruined monastery, the source of the area's name. Strangely, the monastery was abandoned long before the Protestant Reformation of Henry VIII, with local legend telling that the monks fled after their dead started reappearing alive and well!

On a 1980s-era map, there is a deliberately blank area within Abbey Marston, as though something were still being kept secret. Forty years earlier, it had been the location of an RAF research station, used for monitoring the radio transmissions of pilots sent to fight in the Battle of Britain.

There is a temporal fissure here, detected by the TARDIS as being about half a mile around and centred on a point below the stone circle. The Doctor speculated that an alien machine has been buried there since the dawn of mankind. This might explain the strange mists which rise up out of nowhere to smother Abbey Marston in a dense fog, preventing anyone from leaving. When this happens, all clocks and watches stop as time stands still, and the voices of the dying can be heard through the static of the radios of anyone brave enough to disobey Percy Till's rules…

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

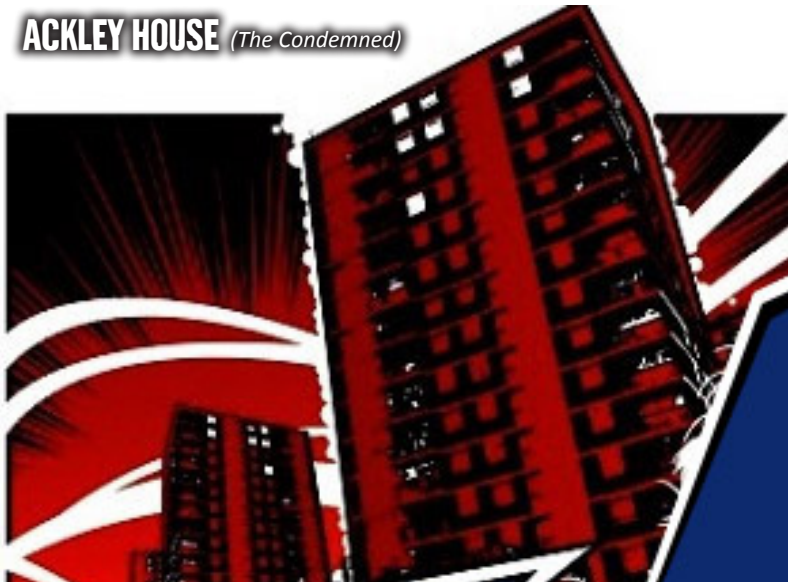
There is indeed an alien machine buried deep under the stone circle. It is the creation of the Static (*see V114*), creatures from another dimension who constructed it as a means of obtaining physical bodies in our world. If anyone within Abbey Marston remembers a dead friend or relative while listening to a radio or other device that produces sound electronically, a psychic link is created and the machine rescues that person from the brink of death, even if it occurred years ago. At first, they are only voices heard within the radio's static. They then appear in the proximity of the stone circle, while the thick fog descends to prevent anyone from leaving and time stands still. The fog is a psychological barrier, causing an increasing dread in anyone attempting to leave. They must make an Ingenuity + Resolve roll at Difficulty 12 every Round they try to leave, increasing by +2 for each subsequent Round until they turn back. Obviously, this is open-ended, meaning that nobody can ever escape. A generous GM might wish to specify the number of consecutive successful rolls required to break free of the effect.

The machine also creates a physical duplicate of the rescued person, growing them rapidly within sacs of amniotic fluid within the hollow trunks the surrounding trees. Within the mind of the rescued person is a spark of the Static, capable of taking control of their host body like a mental parasite. The Static will carry the lifeless duplicate of themselves into the stone circle and place it on one of a pair of stone altars, then lie on the other altar. The machine then transfers the Static's consciousness into the duplicate, bringing it to life, while the fog engulfs the original body, sending it back to its moment of death. Only when either the original or the duplicate have been absorbed back into the fog, will it lift and time starts moving again.

While battling the Static, the Doctor went back to the RAF station in the 1940s, where the RAF was using the stone circle's strange properties to rescue downed pilots. The pilots were debriefed for any information they might have about the enemy, then consigned to the fog which took them back to their deaths. Among them was a young Percy Till, who managed to avoid being returned by the fog and was charged by the Doctor to keep Abbey Marston a secret after the war. Little does the Doctor know that Percy still has a spark of the Static within him, biding its time…

THE STATIC MACHINE [Special Gadget]
Traits: Mind Transference - Advanced (Special; see under Mind Exchange), Replication, Teleport, Vortex, Restrictions – Requires static source (radio, etc); requires a victim to be remembered
Cost: 14 points

ACKLEY HOUSE *(The Condemned)*



Ackley House is a block of flats in the Gorton district of Manchester. It was built in the late 20th Century and, in 2008, a number of odd occurrences took place there. There was a spate of murders, suicides and accidents in and around the building which have never been officially explained, and for a number of years since, there have been occasional reports of ghostly activity.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The source of the strange phenomena in 2008 and since is a young man called Sam. Antonia Bailey had persuaded Sam to lure her husband, Gregory, to Ackley House and kill him in one of the flats. Antonia and Gregory were members of an alien race called the Shinx (*see V110*). Antonia was fed up with her husband's inconsiderate behaviour and wanted to end their marriage. But the Shinx do not divorce, so Antonia arranged for her husband to be killed.

Once Sam had strangled Gregory Bailey, he immediately felt guilt for what he had done. But this did not stop him from opening Bailey's briefcase, expecting there to be an alien device inside. Instead, Sam was exposed to a type of radiation that had been developed by another Shinx, Robert Slater. The radiation transformed Sam into a state of matter beyond solid, liquid or gas, and his very being permeated into the structure of Ackley House.

Sam has no idea what has happened to him, but he and Ackley House are essentially one entity. From Sam's perspective, he woke up to find himself trapped in the total darkness of the basement, unable to leave. But whether consciously or not, he is able to manipulate the infrastructure of the block of flats. He can control the lifts, the lights, air conditioning, the electrical power and everything else within the structure. Sam can cause the phones to ring and, when somebody answers, he can talk with them. But this is his only means of communication.

Sam can also influence other aspects of the environment in and around Ackley House. He can cause deterioration in physical objects within the building, triggering decay or rust by spending Story Points. Sam can also influence the behaviour of people within and around the building. This can occur deliberately or subconsciously, with Sam's panic at his predication resulting in a general sense of foreboding, people deserting Ackley House or turning away as they approach, and even a number of suicides.

Anyone venturing down to the basement will find it to be in absolute darkness. The lights and even independent light sources such as matches or torches appear not to work. In fact, they are working, but the light they produce is absorbed by the total darkness that is all that remains of Sam. No matter how loud he shouts, Sam cannot be heard by anyone in the basement, except via the emergency phone in the lift.

If he learns what has happened to him, Sam will naturally become angry, particularly once he realises that his condition cannot be reversed. But he can be reasoned with and perhaps calmed down. Despite his murder of Gregory Bailey, he is not a bad person, simply misled. If Sam can come to terms with his new state of existence, Ackley House can return to being just a block flats, but one with a sentience and occasional ghostly happenings.

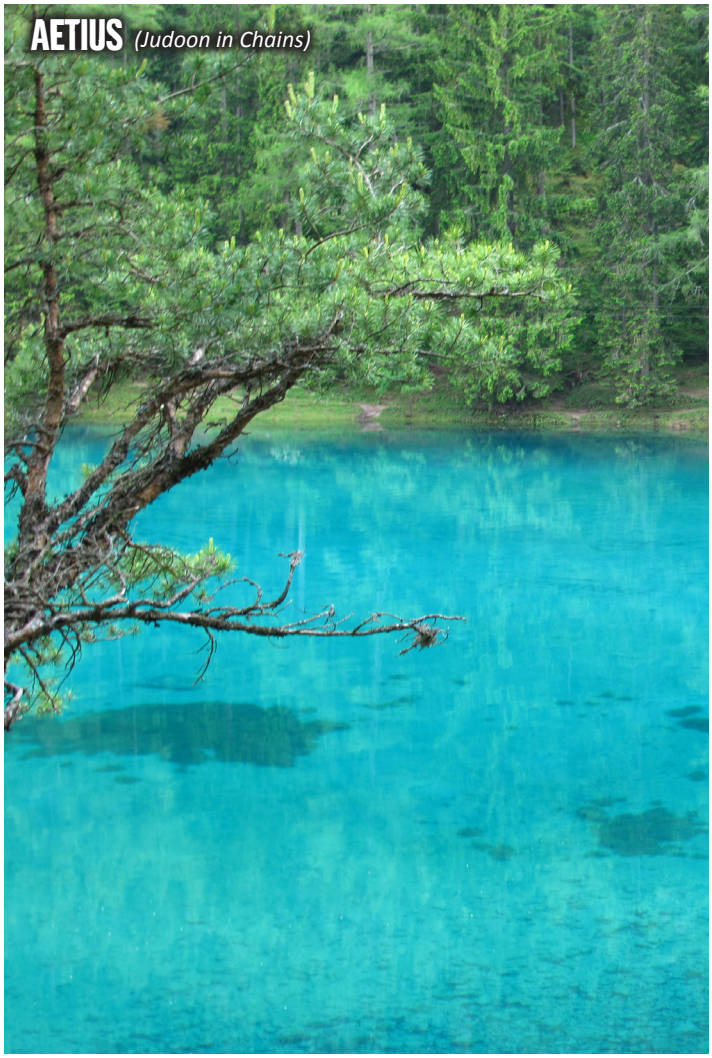
SAM

AWARENESS	3	PRESENCE	3
COORDINATION	N/A	RESOLVE	4
INGENUITY	3	STRENGTH	N/A

SKILLS
Convince 3, Knowledge 2, Technology 2

TRAITS
Alien Organs (Special) – Cannot be killed unless Ackley House is destroyed
Control (Special) – Controls Ackley House's infrastructure
Hypnosis (Minor)
Immaterial
Impaired Senses (Major) – Cannot see
Invisible (Special Bad)
Special – I am Ackley House: Sam can control Ackley House's infrastructure and can cause decay in any objects within it by spending Story Points (1 point of damage per Story Point)

TECH LEVEL: 5
STORY POINTS: 6



The Planet Aetius is located in the Jellico system and in many ways it was a paradise, full of lush forests, crystal clear lakes and glorious blue mountain ranges. With no sign of sentient life, Aetius was ripe for exploitation. Aetius caught the attention of President Beel of Teralius 4, who hoped to terraform the planet and give it as a birthday gift for her 16-year-old daughter. She used the services of the Genesis Corporation who specialised in designing planets. For this job they hired the 19th Judoon Interplanetary Force to clear the forests of the planet for them. They were tasked with placing an array of Molecular Displacement Units to destroy the forest. Captain Kybo (*see A26*) would have installed the last of the MDU's but instead he fled the planet in a stolen craft thus temporarily suspending the mission.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

It came to light that Aetius does have sentient life and that Genesis Corp always knew it existed. The Aetius are an immaterial species that exist within nature istself and have very limited abilities to communicate with other species. They can however partially possess individuals, stimulating the right hemisphere of their brains and influencing the actions of their hosts. The original survey teams were contaminated by the Aetius and as a result, they attempted to persuade the Genesis Corp management that Aetius was worthless. In a last ditch effort, they awakened the mind of Kybo and tried to have him speak with Galactic Central on behalf of the Aetius. Kybo was intercepted by Genesis Corp ships before he could reach them and he crash landed on Earth. When these discoveries were brought to light, Meretricious Gedge was deposed as CEO and legal action was initiated against the Genesis Corporation.

THE AETIUS

AWARENESS	4	PRESENCE	5
COORDINATION	N/A	RESOLVE	5
INGENUITY	4	STRENGTH	N/A

SKILLS
Convince 3

TRAITS
Alien
Alien Appearance (Major)
Immaterial – The Aetius exist within nature itself and can only manifest on a one dimensional plane, such as a reflective surface.
Networked (Major) – The Aetius are connected to each other and anyone whose mind they have touched
Obsession (Major) – The Aetius are determined to ensure the survival of their race
Possess – While the Aetius can partially control those that interact with them they only do this as a last resort
Psychic
Telepathy

TECH LEVEL: N/A
STORY POINTS: 6

PLANETARY DATA

SIZE: Medium
GRAVITY: Earth-Like
LAND MASS: Land O' Lakes
ATMOSPHERE: Earth Standard
CLIMATE: Temperate
SATELLITES: 2
SENTIENT SPECIES: The Aetius
TECH LEVEL: N/A

AGORA *(Killing Ground)*

In 2100, the Century Program launched manned missions to the stars, seeking to establish outposts on a dozen different worlds and alleviating Earth's overcrowding. The ships heading to other worlds were carrying the people and equipment needed to set up self-sufficient colonies. One of those ships, the *New Hope*, was heading for the Centraxis system, and its passengers were destined to establish the most remote of those prototype colonies on the planet Agora. They had plans to return to the basics and set up an agrarian society with minimal reliance on technology.

But when the Doctor took his new companion Grant Markham (*see A9*) to Agora ninety-one years later, they found the colony to be a breeding colony under the rule of the Cybermen. Whereas Agora had once been suitable for farming, the Cybermen had done something to the swollen red sun after they had taken over, altering the planet's climate. It is now hotter than before, and rain is less frequent. Crop growth is difficult in the parched landscape, though farming outposts do exist. But away from the main colony's food synthesisers, life is extremely tough. The colonists therefore have more of a chance of survival by keeping their heads down and following the Cybermen's orders than by trying to escape.

The Cybermen had arrived on Agora in the 2150s. The farmers didn't think they would need any weapons, so resistance was ineffectual. Since then, the Cybermen have returned every three Earth years, each time taking five hundred healthy young males to be converted into their own kind. The females are left for breeding purposes. In between visits, the Cybermen leave Agora under the rule of the Overseers, humans appointed to fill Population Control, deciding who is to be taken and making sure the breeding rate remains high.

The humans have not always been compliant. In 2176, there was an attempted rebellion, but it was easily put down. Afterwards, the Cybermen exacted terrible reprisals, mutilating the leader and gunning down anyone they encountered in the streets. Fifteen years later, another uprising is being planned, and this time the rebels have a terrible new weapon to aid them. In the confusion of the last rebellion and its aftermath, various bits and pieces of Cyber-technology were looted from Population Control. In their secret bunker, the rebels have been enhancing a few of their kind with cybernetics, creating a new type of cyborg: the Bronze Knights.

A Bronze Knight appears to be a grotesque statue made of tan metal flecked with red, like rust. It is almost six feet tall and humanoid, but possessed of considerable bulk. Its limbs are like powerful pistons and running along each forearm is a tubular gun which spouts blue flame. Its head is fat and angular, with a letter-box slit for a mouth and black slivers for eyes. A Knight is ponderous and cumbersome, though it has improved reactions and greater awareness than a human. Unlike the Cybermen, a Bronze Knight's voice still retains a trace of humanity. But the creation of these cyborgs is still a terrible sacrifice and sets the rebels on the same course that the Cybermen themselves undertook centuries before.

BRONZE KNIGHT

AWARENESS	5	PRESENCE	2
COORDINATION	1	RESOLVE	5
INGENUITY	3	STRENGTH	6

SKILLS
Athletics 2, Convince 1, Fighting 2, Marksman 3, Technology 2

TRAITS
Armour (5 points)
Cyborg
Fear Factor 2
Natural Weapon – Arm Blasters: 5(2/5/7) damage
Quick Reflexes

TECH LEVEL: 5
STORY POINTS: 2-4

PLANETARY DATA

SIZE: Medium
GRAVITY: Earth-like
LAND MASS: Land O'Lakes
ATMOSPHERE: Earth Standard
CLIMATE: Desert
SATELLITES: 0
SENTIENT SPECIES: Humans
TECHNOLOGY LEVEL: 5

Ameliera and Tranquela are the twin continents of their planet. From space, Ameliera is eternally swathed in mist, while Tranquela is a bright green jewel floating in a deep blue sea. The people of both continents appear human, but they are not of Earth descent. Although the people of Ameliera and Tranquela warred against each other in the past, at the time that Dwarf Mordant arrived to stir up trouble, they have enjoyed over fifty years of peace. But this has only been achieved by the two peoples avoiding all contact with each other in accordance with the peace treaty agreed between them. Under the terms of this truce, the citizens of each continent are banned from setting foot upon the other. Any Amelieron found in Tranquela can be killed without fear of any revenge or reciprocation by other Amelierons; the same with any Tranquelans found in Ameliera. Further, all communication of any type was severed after the pact, so neither knows how the culture of the other continent has developed over the last fifty years or so.

Ameliera is the Northern continent. Amelierons have a fetish for purity and cleanliness of both body and mind. This is what the wars used to be about, with the people of Ameliera trying to change the ways of the Tranquelans. The grey mists that shroud Ameliera restrict visibility to within half a metre and deodorise, sanitise and bacteriolise everyone and everything on the continent. Despite this, Amelierons wear all-covering boiler suits topped by glass-domed helmets that conceal the face within. The helmets are termed Interceptors and link the wearers to Central Computer, a governing AI that decides what is "good" and what is "bad". If self-generated evil in any form is allowed to persist in the mind of a wearer, Central Computer automatically administers a punishment.

Tranquela is ruled by the Council of Families, and the head of the First Family resides in the Palace. The Second Family traditionally played a great part in the managing of any war situation. Now there has been no war for over fifty years, their power has faded until it is virtually non-existent. The Families are all conditioned to make it extremely difficult for them to lie. Like the Amelierons, the Tranquelans still retain their Armoury, but it has been kept locked and secure for over fifty years, and all Tranquela's weapons are sealed away. In fact, it is an offence punishable by death for anyone even to look inside.

Before the pact, the Tranquelans had developed a very advanced form of travel called thought balloons. A thought balloon is a totally empty spheroid, just large enough to take the passenger who's using it. The passenger climbs inside, closes the entrance and stretches out hands and feet to touch the sides in a figure X. The passenger then simply thinks of where they want to be and steps out again to find themselves there. Tranquelans have an amazingly advanced sense of teleportation in their make-up. Some of them, especially the younger ones, are actually able to teleport without even using a thought balloon; the balloons appear to be more an aid to concentration that anything else. But the thought balloons presented a danger that the truce would accidentally be broken. If any Tranquelan had thought of Ameliera mid-journey, that is where they would have arrived and the peace would be over. So they were banned.

AMELIERON RACE PACKAGE
Cost: 0 points
Traits: Networked (Major) (+2), Obsession (Major: Cleanliness) (-2)

TRANQUELAN RACE PACKAGE
Cost: -2 points; or 0 points with Teleport
Traits: Code of Conduct (Major: Cannot lie) (-2); some Tranquelans also have Teleport (+2)

PLANETARY DATA

SIZE: Medium
GRAVITY: Earth-like
LAND MASS: Earth-like
ATMOSPHERE: Earth Standard
CLIMATE: Temperate
SATELLITES: 3
SENTIENT SPECIES: Amelierons and Tranquelans
TECHNOLOGY LEVEL: 5

AMETHYST VIRAL CONTAINMENT STATION *(Patient Zero)*

The Amethyst Viral Containment Station is located in one of the remotest parts of space-time that the TARDIS has ever travelled to, in a remote galaxy beyond any known civilisations. It is so remote that the TARDIS's translation circuits were unable to translate the unit of measure of the mass of the Station (over 75 siberuds). The Station is buried deep beneath the surface of a lava planet circling a star named Amethustra.

The nature and purpose of Amethyst Station is top secret, as laid down by The Great Armistice Treaty. Accessing the Station's own information requires a security code. But if access is obtained, its great mission quickly becomes clear. Amethyst Station is a repository for millions of viruses recovered from throughout time and space. Long ago, there was a war which almost wiped out this galaxy. It was a biological war, during which the viruses were released by a catastrophic explosion. A secretive and mysterious race known as the Viyrans (*see V131*) were summoned and charged with destroying the viruses. Since then, all those viruses which have been recovered have been sent to the Amethyst Viral Containment Station for secure storage until the Viyrans arrive to take them away for destruction. None of the viruses stored at the Station have any known cure, and the Viyrans have calculated that the unique destructive power of Amethustra is the only sure way of destroying them completely.

Amethyst Station is crewed by Supervisor Fratalin (*see V44*) and his 799 familiars. The huge size of the Station requires the use of a shuttle-train travelling at high speeds between the various sections. The atmosphere in the Station must remain sterile at all times, and the detection of any viruses loose within the Station will trigger an automated alert and lock-down. All visitors to the Station will be purified to remove any viruses they might be harbouring. In practice, visitors without security classification are likely to be viewed by Fratalin as potential saboteurs and will be dealt with by being ejected into the lava outside via the waste vents.

What is essentially the biggest stockpile of viruses in the history of the universe requires a high security environment. Unfortunately, Fratalin and his Viyran masters are relying largely on the secrecy and remoteness of the Station. Amethyst Station does not have anything in the way of offensive weaponry, but it does have defence systems sophisticated enough to prevent most time machines from materialising within it. The TARDIS was able to circumvent these, but a Dalek time ship was blocked and had to teleport individual Daleks into the Station's airlocks. The defence systems also block external scans. Internally, forcefields can be deployed to restrict movement and can be tuned to allow only organic creatures to pass or for specific species. The viruses are stored in high security containment vaults, but if there is too much damage to Amethyst, the containment fields could be broken and the viruses could escape into space.

The whole purpose of Amethyst Station is to prevent a biological catastrophe of galactic proportions and put the viruses out of use forever. But until they have been destroyed by the Viyrans, the Station ironically represents the greatest risk of such a catastrophe occurring.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The existence of the Amethyst Viral Containment Station lies at the centre of a temporal paradox. In the far future relative to the time period in which the Station exists, the Daleks detected many viruses drifting through time and space. The Daleks traced many of them to Amethyst Station and sent a time squad to seize control of it. In the ensuing battle between the Daleks and the Viyrans, their time ship exploded, destroying the Station and scattering the viruses throughout time and space. This temporal explosion was the catastrophe that led to the creation of the Station in the first place, bringing events full circle.

AMETHYST STATION
Good Traits: Advanced Technology (Viral Containment Vaults), Archives*, Fortified, Defence Systems (Forcefields), Holding Cells, Internal Sensors, Lockdown, Minions, Secret Base, Secure Base

Bad Traits: Future Doom**, Harsh Conditions, Isolated, Ongoing Mission

*Archives is a Good Base Trait which provides 3 Story Points each game session to spend on research or related activities concerning the viruses.

**Future Doom is a Bad Base Trait which limits any attempts to avoid the eventual destruction of Amethyst Station by the Daleks' temporal explosion without causing further temporal damage.

In the 73rd Century, all that is left of the wilderness of Antarctica is located within a nature preserve, and the rest of the continent has been "gentrified" into one enormous city, Antarctopolis. With Antarctopolis having a temperate climate, the nature preserve contains a carefully controlled environment designed to look just like the White Continent as it once was, complete with ice floes, sub-zero temperatures and examples of Antarctic wildlife which are now extinct in the world outside. To anyone arriving within the preserve, the landscape seems to go on forever, the snowy dunes disappearing over the horizon. But this is an illusion. The entire habitat is held within a protective dome and the interior of its walls is camouflaged by cloaking technology.

The city of Antarctopolis is advertised as a fantastic place to visit. It is a sprawling high-tech metropolis of futuristic skyscrapers, clean white buildings and wide open spaces; its sky is filled with aircars and other flying vehicles. The city is a magnet for tourists who flock to the amusement parks and other attractions available here.

Security within Antarctopolis – and any visit by a group of time-travelling adventurers is bound to involve security at some point – is handled by robotic guards. These robots are rather retro in appearance, with their bodies comprised of a pair of large red cubes, one on top of the other, while a third, slightly smaller red cube forms the head. The cubes are connected to each other by thin, flexible joints, and slender, silvery arms and legs jut out from the sides of the cubes. There is a basic face on the front of the head-cube, like that of a stick-man drawing whose expression changes according to the situation. The security robots are capable of speech but have fairly basic conversational skills.

According to the limited programming of the robots, anyone breaking the law in Antarctopolis is considered to be mentally unstable and will be taken to the asylum for treatment and recovery. Mental healthcare in the 73rd Century does not seem particularly advanced, and the use of straitjackets and padded cells still seem to be in use. Of course, this could be due to the influence of the Master, as the Doctor discovered that his old foe was working behind the scenes in Antarctopolis, using the Autons as his henchmen in a plan to keep the Doctor locked up and out of the way.

ANTARCTOPOLIS ROBOT

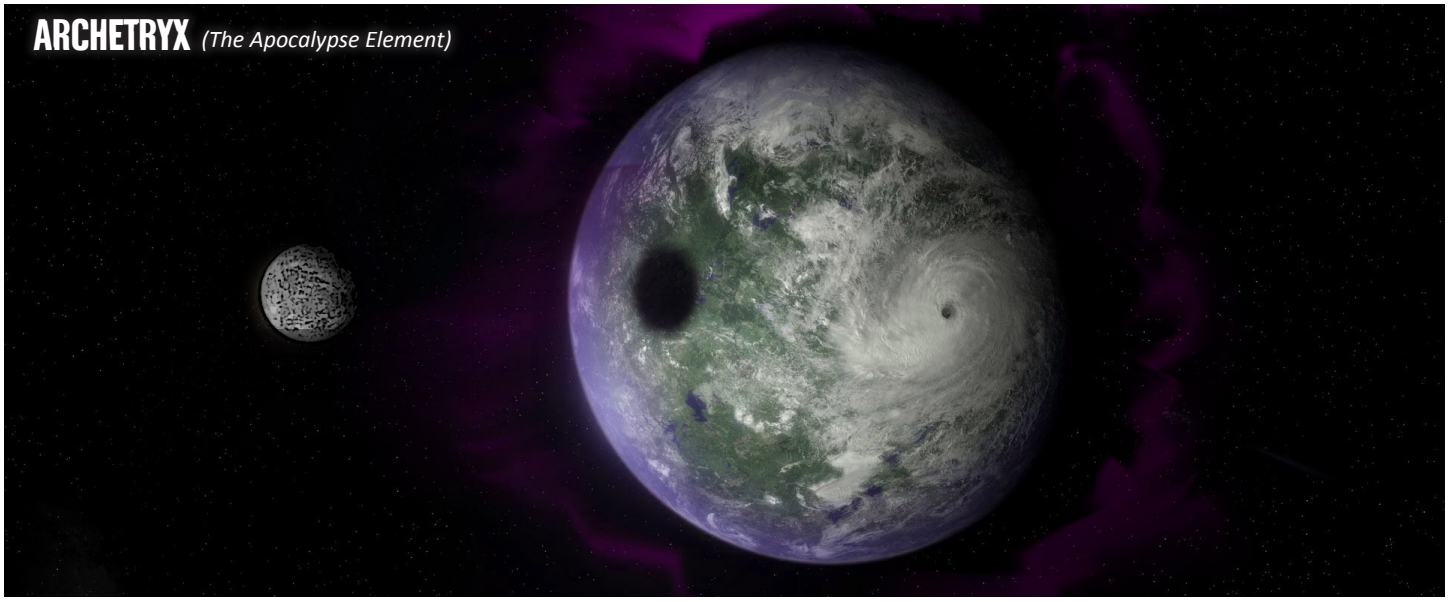
AWARENESS	4	PRESENCE	2
COORDINATION	2	RESOLVE	4
INGENUITY	2	STRENGTH	5

SKILLS
Athletics 2, Fighting 3, Technology 2

TRAITS
Armour (5 points)
By the Book
Enslaved
Robot
Scan

TECH LEVEL: 7
STORY POINTS: 1

ARCHETRYX *(The Apocalypse Element)*



Archetryx is one of the Temporal Powers of the universe, part of a select group that includes the Time Lords, the Monan Host and the Nekkistani among others (*see A76*). The Archetryxians owe their status to the proximity of their world to Etra Prime, the oldest known planetoid in the universe, which ended up in the vicinity of the Archetryx system. Etra Prime was of little interest until a seam of minerals was found in the substrata, which responded in ways contrary to the laws of physics. The Archetryxians already had limited time travel capability and began using the new minerals to advance its development. However, they also opened Etra Prime to other interested parties in return for furthering their own scientific knowledge, leading to the proliferation of time travel. Even Gallifrey gave the Archetryxians some assistance.

Just over twenty years ago, fifty Powers had representatives on Eta Prime, with some five hundred lifeforms engaged in top secret research into unlocking the energies in these new materials, when the planetoid was taken out of time and space. Among the missing was the new President of Gallifrey, Romana, in her second incarnation. Since then, there have been sporadic reports of sightings of the missing planetoid, but none of them have led anywhere.

A year later, three hundred corpses were discovered on Archetryx, riddled with time distortion. There was a huge outcry, almost leading to war. But Archetryx denied all knowledge. The Archetryxians offered their world up to inspection, leading to a conference being arranged among the top twenty Temporal Powers. The aim of the talks is to agree an alliance among the Powers, though certain factions of the Time Lords naturally want to use them to impose limitations on time manipulation by the others.

The Archetryxians are a humanoid species. Their planet is protected by temporal shields, within which everything exists one minute into the future so that only the most powerful of time engines could force a way through. However, they are perhaps overly reliant on these shields, as Archetryx has little in the way of other planetary defences.

The key to the Archetryxians' time travel technology is the gravity wells which have been excavated deep into their planet and which power their time capsules. These are dark and dangerous places, vast zero-gravity pits full of phenomena that even the Archetryxians do not fully understand.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Archetryx has been compromised by the force behind the disappearance of Etra Prime: the Daleks! The rulers of Archetryx were secretly replaced by Dalek duplicates many years ago, leaving the planet vulnerable to a future invasion. And hidden within the gravity wells that power the Archetryxian time ships, Dalek mutants lurk, operating independently of their travel machines in the zero-gravity environment.

When Etra Prime reappears, twenty-one years after it vanished, the Daleks pilot it on a collision course with Archetryx, destroying both worlds in the process. After this catastrophe, the Archetryxians are all but wiped out, with only a handful of survivors managing to escape the destruction of their planet.

PLANETARY DATA

SIZE: Medium
GRAVITY: Earth-like Gravity
LAND MASS: Mostly Land
ATMOSPHERE: Earth Standard
CLIMATE: Temperate
SATELLITES: 0
SENTIENT SPECIES: Archetryxians
TECHNOLOGY LEVEL: 8

ARTARIS *(Excelis Rising)*

The 5th Doctor visited Artaris during its pre-industrial age and became involved in a quest to recover a holy artefact known only as the Relic (see *The Fifth Doctor Expanded Universe Sourcebook*). His companions on that adventure included Lord Grayvorn, a barbaric warlord from the wilderness beyond Mount Excelis. The 6th Doctor returned to Excelis a thousand years later, by which point society and technology have advanced to an industrial age.

Artaris is now divided into a series of nation states, pre-eminent among which is Excelis, a city which has grown from a once-tiny village on the slopes of the mountain. Culturally, Excelis is very much like Victorian Britain, with a society defined by class divisions. Excelis is ruled by an Imperial family headed by the Empress and her Regent, and a ministerial government. Steam power is the dominant technology, but there are advancements in electrical power and other areas. Gyrocopters are a common means of transport for official business and Excelis has its own dirigible fields. There is even a base on the "red-brick" moon of Artaris, to which manned capsules are blasted by means of a giant cannon built into Mount Excelis. But Excelis is also awash with the new science of spiritualism, and séances are used to obtain testimony from the victims of murder (requiring the Psychic trait and contests of Presence + Convince with the dead). The government even has an Etheric Minister. A peace process is underway with the rival states of Calarn and Getrecht, but it is undermined by continuing border skirmishes.

The Excelis equivalent of police are the wardens, with Reeve Maupassant in overall command. Maupassant is strangely familiar to the Doctor and is in fact the warlord Grayvorn, having been granted immortality by exposure to the Relic. He is now over a thousand years old and his barbarian origins have long since disappeared beneath a cultured and civilised personality. Grayvorn's immortality has come with a price, or two prices in fact. Firstly, he has not slept in a thousand years and experiences waking dreams in the form of hallucinations. And secondly, the Relic fused his mind with that of the Mother Superior of the nuns who used to live on Mount Excelis. Every so often, the Mother Superior's psyche comes to the surface and Maupassant struggles to restrain her, suffering what appears to be a seizure until he can regain control.

REEVE MAUPASSANT

AWARENESS	3	PRESENCE	5
COORDINATION	3	RESOLVE	4
INGENUITY	4	STRENGTH	4

SKILLS
Athletics 4, Convince 3, Fighting 3, Knowledge 2, Marksman 3, Subterfuge 3, Survival 2, Technology 3, Transport 1

TRAITS
Authority (Minor) - Reeve
Brave
Obsession (Major) – The Relic
Quick Reflexes
Time Traveller (Major x2) – Has lived through Tech Levels 3 and 4
Tough
Voice of Authority
Weakness (Special) – At times, Maupassant experiences waking dreams; at others, the Mother Superior may attempt to take control of his mind. During these episodes, Maupassant has a -8 penalty on all rolls until he succeeds at a Difficulty 15 Resolve + Convince roll.

TECH LEVEL: 2
STORY POINTS: 6

PLANETARY DATA

SIZE: Medium
GRAVITY: Earth-like
LAND MASS: Earth-like
ATMOSPHERE: Earth Standard
CLIMATE: Temperate
SATELLITES: One
SENTIENT SPECIES: Humans (or human-like)
TECHNOLOGY LEVEL: 4

The Relic is now in the possession of the Excelis Imperial Museum, securely held in the Inner Sanctum. It is rumoured to contain the afterlife and is the most likely reason that séances work in Excelis. But it is now incapable of being opened, its clasp having rusted shut over the centuries. Maupassant is desperate to obtain the Relic, as he believes it will give him control over the afterlife. But even the Reeve does not have the authority to order the Museum to release it to him.

The Doctor is destined to return to Excelis in his seventh incarnation, at a time when the city-state is at war with the rest of Artaris. But that is a story for another time…

BAR GALACTICA

(The Ultimate Adventure, Beyond the Ultimate Adventure)

"Business is business, we always aim to please. Business is business, throughout the galaxies. Come to Bar Galactica for all-star mercenaries. We'll solve your little crisis, at very modest prices, if running low on forces, don't waste your own resources... Quell your insurrection, it's for your own protection, make your style spectacular, tentacular, vernacular, 'cause... Business is business, we always maim to please. If your politicians fail to keep their words when they're elected, or simply don't turn out to be as good as you'd expected, or if your government's not acting in the way you want it to, then bleep us, we'll help you stage a military coup. Our team of mercenaries are the best you'd hope to find, they're highly-skilled and highly-trained, a monster Mensa mind. When they attack your fools will be unable to resist 'em, the more you pay the more they'll kill, that's the beauty of the system. Business is business, we always maim to please. Business is business, throughout the galaxies. Come to Bar Galactica for all-star mercenaries."

Located on Sentros, the hive of villainy known as Bar Galactica is an important mercenary recruitment centre (and possibly *the* most important), always filled with cutthroats from every possible world, all armed to the teeth. It looks just like any saloon, with a small stage and a long bar, rickety tables and chairs, and sawdust on the floor to soak up the blood... Well, maybe not *any* saloon.

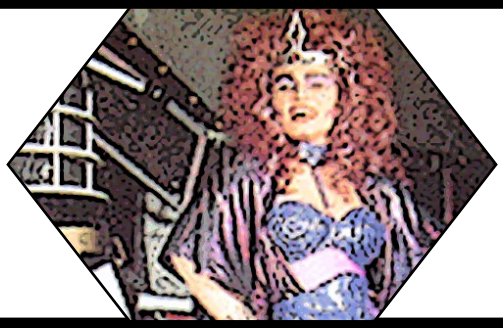
It's run by a singing space diva known as Madame Delilah, who dresses like a queen, and expects to be treated like one. She normally spends her time either on stage, or in a raised booth in one corner of the establishment. Though she has the mercenaries' total devotion, especially Karl's, the Mercenary Club's leader, being surrounded by barbarians has starved her for stimulating conversation. When she meets the Doctor, she immediately becomes infatuated with him for his eloquence and erudition, going so far as threatening whatever woman he might already be married to (none, thankfully). Sadly, she died in the Doctor's arms, having taken a hit for him while fighting Daleks who dared cheat the mercenaries they had hired. She is buried in the small cemetery behind the bar.

"We strongly recommend this tactic-a, trip to good old Bar Galactica. No job is too large, no job is too small, we'll roll up our sleeves and we'll tackle 'em all. From a quick assassination, to universal domination, we'll cause constant consternation throughout your constellation 'cause... Business is business, we always maim to please. Business is business, throughout the galaxies. Come to Bar Galactica for all ... star ... mercenaries!"

The Mercenary Club Campaign

The Bar Galactica could easily be used as headquarters for a mercenary campaign set in the Doctor Who universe, especially if players are interested in an unusual experience, either playing less altruistic characters, or aliens of all sorts, as the Club doesn't discriminate. You're encouraged to set it before Madame Delilah is killed.

MADAME DELILAH



AWARENESS	3	PRESENCE	5
COORDINATION	3	RESOLVE	4
INGENUITY	3	STRENGTH	3

SKILLS

Athletics 2, Craft (Singing) 3, Convince 2, Fighting 2, Knowledge 3, Marksman 2, Subterfuge 2

TRAITS

Arrogant
Attractive
Distinctive
Eccentric (Minor) – Quick to fall in love
Friends (Major) – Mercenary Club
Impulsive
Voice of Authority

EQUIPMENT

Laser pistol: L(3/L/L) damage

TECH LEVEL: 6
STORY POINTS: 8

BATH, 1756 *(The Behemoth)*

Under the auspices of its unofficial Master of Ceremonies, the noted dandy Beau Nash, Bath had by the middle of the 18th Century become quite the place for polite English society to be seen. Nash had introduced rules for the correct conduct of gentlemen and gentlewomen in polite society, had regulated the arrangements for social events and had even acted as matchmaker at society balls. By the time the Doctor, Flip (*see A7*) and Constance (*see A4*) found themselves in Bath in 1756, Nash had transformed the city from a provincial backwater to the summer residence of choice.

18th Century Bath is the fashionable place for the genteel and wealthy to relax, attend balls and generally socialise, with the hope (perhaps not too fanciful) of catching a glimpse of the King or even of having the honour of an introduction. During the day, one of the principal venues for the well-to-do is the Roman spa adjoining the famous Pump Room. Visitors can bathe in the mineral rich springs, drink the waters to benefit from their supposed health-giving properties and enjoy afternoon refreshments in the company of their peers in the tea rooms and coffee houses of the Pump Room and its environs.

During the evening, the social calendar is a non-stop whirl of balls and parties. Any house large enough to boast even a moderately sized ballroom is used to host extravagant soirées. Invitations to the more prestigious events are much sought after – particularly if there is any hint of possible attendance by members of the Royal Family.

But beneath this civilised veneer, the Doctor and his friends uncovered a darker side to Bath, with its proximity to the city of Bristol and links to the slave trade. One of the most prominent Bath socialites is Sir Geoffrey Balsam, whose business empire is founded on slavery and whose brassworks in Bristol itself utilises slaves from West Africa. Balsam's sister, Mrs Middlemint, is accompanied by her own slave who acts as her maid. Of course, in the morals of the time, few pay any heed to these arrangements or to the protests of the anti-slavery movement.

In 1756, all of Bath is agog with eager anticipation of the arrival of the mysterious Lady Clara in the city. She is already scheduled to appear at a number of balls and a personal audience with her is much sought after. Lady Clara has been touring the palaces of Europe, accompanied by the inestimable Dutchman, Captain Douwemout van der Meer.

Lady Clara is indeed a rare and most exotic personage, but she is not remotely human. Clara is in fact an Indian rhinoceros raised by Captain van der Meer after a hunter shot her mother in India. The Captain has been touring her around the Royal Houses of Europe, and now Bath is to be privileged to be introduced to her. With a length of three metres, a shoulder height of over one and a half metres, and a weight of one and a half tonnes, Clara is a gentle if temperamental giant with a love of oranges.

Lady Clara is a beast of a type that few in Bath have seen before. In most, she will engender awe and wonder; in others, fear; and in a few, greed. Lady Clara can easily become a target for those who see the financial potential in owning or trading in such an unusual zoological specimen. But stealing her from her reinforced carriage is fraught with problems. If she were to be accidentally released into the narrow Georgian streets of Bath, it would be the devil's own task to track her down and recapture her alive!

LADY CLARA, INDIAN RHINOCEROS

Attributes: Strength 12, Coordination 2, Awareness 2
Skills: Athletics 3, Fighting 2, Survival 1
Traits: Armour (3 points), Natural Weapon – Horn (Strength +2 damage), Size – Huge (Minor), Special – Charge (Makes one attack to trample anyone she runs over; if successful, she inflicts Strength damage and can then attempt an attack with her horn against the same target), Trample (Inflicts Strength damage to anyone she runs over; can be dodged with a successful Coordination + Athletics roll)

Superficially, Bianca's appears to be a nightclub in 1930s Berlin, but it is actually nothing quite so prosaic. Nevertheless, it is the haunt of dilettantes, radicals, intellectuals, rebels and revolutionaries, all seeking sanctuary from the world outside, if only for a short while. The atmosphere within Bianca's is dim and smoke-laden, and the air is filled with snatches of conversation and the tinkling of a piano. Cocktail waitresses glide from table to table, taking orders and delivering drinks, while off to the side are private booths and rooms for the use of those guests who wish for a more secluded evening. Bianca's house special liquor is brewed especially for the nightclub and is a potent spirit that smells like tequila and is served in unlabelled bottles.

The nightclub's owner, the eponymous Bianca (*see V12*), is a glamorous woman with pale skin and a husky voice. She frequently takes to the stage to regale her customers with songs in the style of pre-war German cabarets. She used to employ a full orchestra to accompany her singing, but gradually scaled it down as she dislikes competition, and she is now left with just Heinrich, who plays the piano and does a bad Noel Coward impression. The manager of Bianca's is Henry, apparently a deadpan Englishman with a sneer that remains only just on the right side of politeness. Henry and Bianca record many of the conversations at the nightclub's tables using hidden microphones.

Bianca's is actually located at a dimensional nexus point linked to real space by a number of wormholes. Because of this, Bianca's can be accessed from several entrances throughout time and space, but it can only be exited from one. Special taxis arranged by Henry or one of his staff take their passengers through the Vortex back to where they came from. Naturally, a TARDIS or other transdimensional vessel might also chance upon Bianca's, whether by design or accident.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Bianca's is far more than a mere nightclub. It is actually all that remains of Iris Wildthyme's TARDIS at the very end of its life, when Iris has become Bianca, the embodiment of the dark side of her personality. Her TARDIS's shielding has been modified so that, within the dimensional nexus, it is both everywhere and nowhere. Berlin is but one of the dimensional entry points for the nightclub that the TARDIS now resembles. Others include the planets Astridia and Sagius Minor, where Bianca's house special is distilled.

When Bianca's TARDIS crash landed in the dimensional nexus, Bianca found that the planetoid was home to a race of psychic worms (*see V91*) who wish to avoid a future in which they evolve into complex lifeforms. One faction helped Bianca set up the nightclub. Another is also present within the nightclub in the form of the shadows that lurk in the darker corners. These are the psychic potentials of what the worms will evolve to become and are secretly working with Henry on their plan to possess everyone in the universe, thus giving them corporeal existence. Henry may possibly be one of their kind and certainly knows more about dimensional engineering than he should.

HENRY

AWARENESS	4	PRESENCE	3
COORDINATION	3	RESOLVE	4
INGENUITY	4	STRENGTH	3

SKILLS
Convince 3, Fighting 1, Knowledge 2, Science 4, Subterfuge 3, Technology 4, Transport 2

TRAITS
Face in the Crowd

TECH LEVEL: 8
STORY POINTS: 6

BLUE FORGOTTEN EARTH *(Blue Forgotten Planet)*

"So, this is the blue planet you've forgotten about. But take another look. You helped us once. I know you can help us again. Just look at what's happened here… The way everything's fallen apart… Look at my people. Lost, starving, dying… Unable to help themselves… We need you to help again and carry on helping. Without you, the human race will die out. And Planet Earth will surely be our tomb."

In the near future in a dead-end alternative timeline, civilisation on Earth is effectively over. Mankind has fallen prey to the Madness, a condition that has stripped away intelligence and memory, and reduced its victims to barbarians with limited language skills and even less cognitive ability, full of anger and fear. Over two billion people died in the ten years after the Madness first appeared and humanity is well on its way to extinction. But perhaps there is cause for hope. The unfathomable aliens known as the Viyrans have arrived and offered to help. They have provided medication that is able to reverse the effects of the Madness. But only temporarily so that regular doses are needed, and the supplies are limited so the Viyrans have treated only a few dozen survivors in a number of isolated camps scattered around the Earth.

In southern England, one such camp is located in the Solent Basin, a crater which was created by the explosion of an oil rig in the aftermath of the Madness. Nobody knows how many years passed between the appearance of the Madness and the arrival of the Viyrans (*see V131*), but it is enough for the Basin to have become heavily forested. Those lucky few who have received the Viyrans' medication are sheltering within the Compound behind fencing patrolled by armed guards. Their leader, perhaps the nearest thing the entire planet has to a global representative, is David McCallister. He is the only human to have spoken directly to the Viyrans in person. McCallister is spearheading the Blue Forgotten Planet project, heading out of the Compound on regular helicopter trips around the globe, coordinating the other camps in a mission to photograph every human face. McCallister believes that he is preparing a film for the Viyrans to use to appeal for assistance from whatever alien species may be able to help mankind in its plight. He has even recorded footage of himself pleading for aid in a manner reminiscent of the famine appeals of pre-Madness Earth.

DAVID McCALLISTER

AWARENESS	3	PRESENCE	4
COORDINATION	3	RESOLVE	3
INGENUITY	4	STRENGTH	3

SKILLS
Athletics 1, Convince 3, Craft (Video) 4, Medicine 2, Science 2, Technology 3, Transport 2

TRAITS
Authority (Minor) – Leader of the Compound
Charming

TECH LEVEL: 5

STORY POINTS: 8

Outside the Compound, the Solent Basin is home to a loose tribe nominally headed by Ed Driscoll. Driscoll used to be a member of the Compound, but he walked out because he didn't believe the Viyrans were trying to help. Without access to the medication, he is reduced to barbarism. Driscoll and his people hate those from the Compound. They know that they have been provided with medication to combat the Madness. But even if they managed to steal a consignment for themselves, they wouldn't know how to open the electronically locked crates, let alone administer it. To add a complication to the relationship between the people of the Compound and the people of the forest, Driscoll is the father of the daughter of David McCallister's colleague, Ellen Green. Even though their daughter was killed during the outbreak of the Madness and Driscoll is now a savage, Ellen still feels an emotional tie towards him.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The Madness is not the result of a plague, as might be assumed, or at least not directly. It is actually the effect of the Viyrans' attempt to eradicate a virus that was released in the destruction of the Amethyst Viral Containment Station (*see L6*). The destruction resulted in each human being affected by a single dormant particle of the 001 variant Amethyst Icosahedral Plasmic Virus 9007/41, which has since remained dormant within them. The Viyrans intended to eradicate this variant by launching a meson radiation disseminator. But the radiation did not destroy the virus, and instead triggered a massive chemical imbalance in the human race resulting in the Madness.

The Viyrans have provided limited quantities of medication to combat the Madness in order that their human agents, led by McCallister, can carry out the Blue Forgotten Planet project. The systematic photographing of human faces is not for the purposes of an appeal for aid from charitable aliens, but is the undertaking of a definitive analysis of the affected population. The Viyrans are searching for evidence as to whether the viral variant is still present in the population. And if it is, even if there is only the remotest possibility that it will ever activate, then they will have no choice but to follow their procedures and destroy the Earth!

ED DRISCOLL

AWARENESS	3	PRESENCE	3
COORDINATION	3	RESOLVE	4
INGENUITY	1	STRENGTH	4

SKILLS
Athletics 3, Fighting 3, Survival 4

TRAITS
Amnesia (Minor)
Impulsive
Technically Inept

TECH LEVEL: 5

STORY POINTS: 6

ELLEN GREEN

AWARENESS	3	PRESENCE	3
COORDINATION	3	RESOLVE	3
INGENUITY	3	STRENGTH	2

SKILLS
Convince 2, Knowledge 2, Medicine 2, Subterfuge 2, Science 1, Technology 2

TRAITS
Emotional Complication (Major) – Her ties to Ed Driscoll makes Ellen act irrationally at times

TECH LEVEL: 5

STORY POINTS: 4

BURNT OAK GEO-ENGINE *(Shield of the Jötunn)*

As terraforming machines go, the geo-engine constructed at Burnt Oak, Arizona in 2029 is a pretty modest affair. Some can be the size of small moons, but this one is merely a little larger than St Paul's Cathedral. There are plans for the future though. This geo-engine is only the Phase Five model, and the advanced model is going to be twice the size.

Earth at this time is fighting a losing battle with climate change. Pollutants are heating up the atmosphere. Greenhouse gases are melting the ice caps and causing environmental collapse. The geo-engine is an attempt to arrest the process by attacking the pollutants at a sub-atomic level. It seeds the atmosphere with self-replicating, microscopic nanites in infinitesimal numbers, which scrub the sky clean. The air around the geo-engine produces a gritty feeling between the teeth, the result of all the spent machines in the air. They're completely harmless and just leave a metallic taste in the mouth.

The geo-engine is the brainchild of billionaire Dr Hugo Macht. Not that Macht knows the slightest thing about how it works; he's no scientist and his doctorate is entirely honorary. In fact, he started out as an advertising executive and is pretty hopeless with anything technical. But he's smart in a very specific way. He has a talent for predicting what people want, often before they know it themselves. He calls himself a "futurist". He can spot trends, movements and memes in their infancy and stay ahead of the curve. Where others see risk, Macht sees opportunity. When he gets an idea, he brings in the best scientists, designers and engineers to make it happen. Ten years ago, he had the brainwave of combining trash recycling with 3D printers. Now his companies are building economic, ergonomic and environmentally friendly homes out of, basically, garbage. With the geo-engine, he's trying to save the world. After all, that's where all his best customers are!

Theoretically, the geo-engine has the potential to control local weather as well as influence the longer-term climate. It can manipulate the atoms in the air to produce rain, snow or hail, raise or lower the local temperatures, or produce wind effects such as tornadoes. By adding a particular material into its sampler, the geo-engine can analyse it and be programmed to reproduce the material by modifying the atoms in the atmosphere.

Security at the extensive geo-engine site is naturally very tight and is under the command of Major Vincent Da Costa, a retired Texan army officer. The central computer's visual recognition software logs and tracks all members of staff and visitors, and anyone not on the database is red-flagged immediately. Perhaps oddly, there are no firearms on site as Dr Macht doesn't like them, even for his own security teams.

There's a geographical anomaly within the compound in the form of a small hill which is due to be flattened by earthmovers. What nobody is yet aware of is that this is not a natural feature, but is a burial mound containing the remains of a Viking chieftain and his retinue, who carried the Shield of the Jötunn (*see G17*) here all the way from Europe a thousand years ago…

DR HUGO MACHT

AWARENESS	3	PRESENCE	4
COORDINATION	2	RESOLVE	3
INGENUITY	3	STRENGTH	2

SKILLS
Convince 4, Craft 2, Knowledge 3, Subterfuge 2, Transport 2

TRAITS
Keen Senses (Special) – Macht has a +4 bonus to spot future trends
Technically Inept
Wealthy (Major)

TECH LEVEL: 5
STORY POINTS: 6

CAPRON *(The Macros)*

In a multiverse of countless alternative dimensions, new parallel universes are being split off and created all the time. Even in infinity, they have to go somewhere, and some of them are shunted into microscopic dimensions which are accessible from ours. One of these is the dimension in which the planet of Capron exists, a world within a universe within a universe. Capron's universe split off from ours in 1943, with the switching on of the generators that powered the Philadelphia Experiment (*see V67*).

Access to and from the micro-universe can only be achieved by advanced technology capable of breaching the dimensions, such as a TARDIS. But travel to a micro-universe has dangers over and above travel to other parallel realities. Time within the micro-universe travels at a much faster rate than in the macro-universe, and there are side-effects to the human physiognomy.

Unless the human body is calibrated to the local timescale before they step out into the micro-universe, it will quickly rejuvenate back down its timeline, becoming a baby. Similarly, anybody travelling from the micro-universe to the macro will rapidly age to death if their body is not calibrated. Peri was almost killed because of this effect, but was saved by recuperating in the TARDIS's Zero Room. The Doctor himself seemed immune to these effects, presumably because of his Time Lord physiognomy, and he was able to use the TARDIS to calibrate other travellers before they stepped outside.

The sky of Capron is filled by an unearthly iridescence, similar to the aurora borealis but on a grander scale. This is a result of the Philadelphia Experiment generating an interface between Capron and the *USS Eldridge* in Philadelphia bay. It is a massively unstable rift, but one which the people of Capron have taken advantage of.

The ruler of Capron is Presidenta Osloo (*see V87*), a tyrannical dictator. She had ordered her scientists to create an inexhaustible power supply for her war machine. When the shimmering wall of fire appeared in the sky many years ago, they found a way to anchor it, to contain it and harvest the energy. Osloo ordered the use of a slave labour force to work at the condensers which mine the energy of the rift. The condensers are siphoning off the energy produced by the Philadelphia Experiment's generators aboard the *USS Eldridge*, now trapped between the dimensions. But life expectancy among the slaves is short, because of radiation poisoning. And worse, the rift is the result of the two dimensions having conjoined where they shouldn't be. The fabric of our universe has been ruptured, and the repercussions could be catastrophic. The irony is that only a small torch battery in our universe could power Capron for millions of years due to the size differential.

Capron's society seems similar to a feudal one under the yoke of Presidenta Osloo. In technological terms, though, it is generations ahead of 20th Century Earth, with energy weapons and high-speed travel pods in common usage. Osloo's rule over Capron is absolute. She has engineered the disappearance or imprisonment of all those who might oppose her, and the Council that nominally governs Capron is made up of people who obey the Presidenta without question.

PLANETARY DATA

SIZE: Medium (relative, in micro-universe)
GRAVITY: Earth-like Gravity
LAND MASS: Mostly Land
ATMOSPHERE: Earth Standard
CLIMATE: Temperate
SATELLITES: 0
SENTIENT SPECIES: Caprons
TECHNOLOGY LEVEL: 6

CAWDOR *(The Acheron Pulse)*

The planet Cawdor lies less than sixty parsecs from Gadarel Prime, the capital world of the Drashani Empire. Although it is located within Drashani space and is claimed by the Empire, Cawdor is a backwater planet which, until recently, had not developed above the Dark Ages in terms of culture and technology. But since the discovery of valuable mineral deposits such as Galdrium on the planet, this has started to change. In exchange for access to these natural resources, the Drashani are offering all the tools and knowledge that they can provide and the protection of the Empire.

Cawdor has progressed centuries within only a few months, though as yet most of the planet remains untouched by this advancement. But within the walls of Cawdor Castle, the seat of the Council of Cawdor, the mission control of a new Cawdor space programme monitors and controls rocket launches to Space-Station V-24 that hangs in geostationary orbit. Mission control is incongruously located beneath a crypt adorned with a wide array of parabolic reflecting aerials on the outside. The space-station and rocket are both gifts from the Drashani, Cawdor still being incapable of constructing them themselves. The astronauts and ground-crew are all Cawdorans, but they have been trained by the Drashani.

Beyond the walls of the castles, the steppes, forests and swamps that cover much of Cawdor are home to the nomadic clans, fierce warriors all. The clans continually migrate across the steppes on their sturdy horses and at night they sleep with only the roofs of their tents between them and the stars. None of the clans are fiercer than the Tar'khut! For the Tar'khut, blood and glory are prized above all! Disputes are resolved with sword and bow, and strangers are greeted with the point of a blade. The technological marvels brought by the Drashani are a distant concept to the clans, having no impact on their daily existence. Space-Station V-24 is nothing more than a "ring of steel in the heavens" and the rocket is a "fiery carriage to bear the bravest there"!

CAWDOR CLANSMEN RACE PACKAGE
Cost: 3 points
Attributes: Coordination +1 (+1), Ingenuity -1 (-1), Strength +1 (+1)
Traits: Animal Friendship (+1), Brave (+1), Technically Inept (-1), Tough (+1)

PLANETARY DATA

SIZE: Medium
GRAVITY: Earth-like
LAND MASS: Earth-like
ATMOSPHERE: Earth Standard
CLIMATE: Temperate
SATELLITES: 3
SENTIENT SPECIES: Cawdorans
TECHNOLOGY LEVEL: 2

THE CERBERUS COMPLEX *(Hour of the Cybermen)*

In the 1980s, Project Cerberus was UNIT's new line of defence against alien incursions. A network of two hundred and thirty satellites has been launched into orbit, surrounding the Earth. Its job is to detect alien spacecraft before they reach us. It is capable of detecting movement almost as far as Mars orbit and can pick up unusual radiation signatures as far out as Jupiter.

The Cerberus Complex is a facility in the countryside of southern England which was purpose built to manufacture the Cerberus satellites. Now that the satellites have been deployed, there aren't many staff left here. But UNIT has its own astronaut programme with access to a couple of NASA space shuttles, and they still have their accommodation at the Complex.

The Complex also contains the UNIT Operations Room for monitoring the satellite system. Naturally, there are quite a few false alerts caused by comets and asteroids. The satellites were launched three months before an attempted Cyberman invasion using a dehydration pulse weapon to cause a drought in Britain. Project Cerberus had detected something entering Earth's atmosphere two weeks previously, but the drought had started two weeks before that.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The Cerberus Complex is key to the Cybermen's invasion plans. Their command ship is hidden underground beneath the Complex. It is manned by a squad of active Cybermen, including the Cyberleader and his Lieutenant. But it also contains hibernation pods containing hundreds more waiting to be revived. Shafts allowing access from the ship have been built up into the Cerberus Complex. Should the command ship ever launch, the entire Complex will be destroyed.

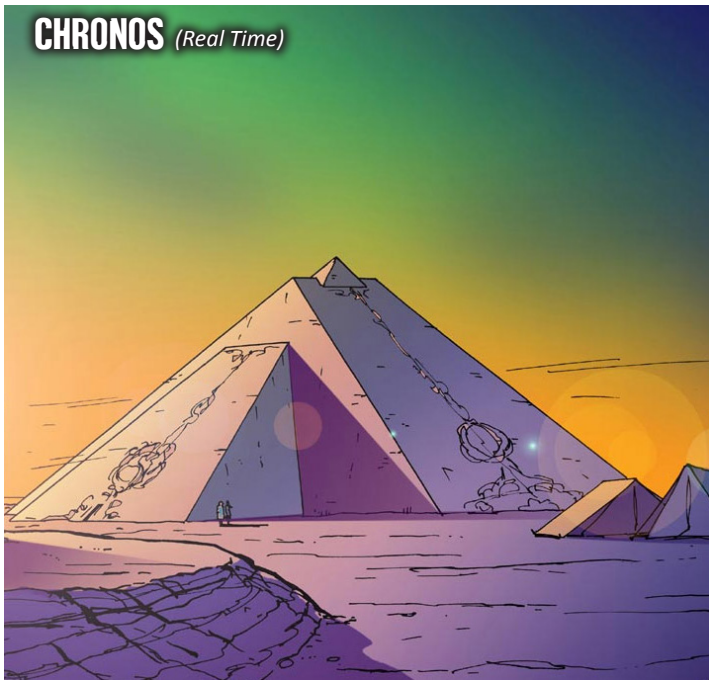
The Cybermen's plans have been long in the making. Their ship was concealed beneath the Complex before any construction even began. Since it commenced operations, the Cybermen have taken control of most of the staff of the Complex, including the astronauts, who are kept in an induced state of unconsciousness until they are needed. The Cybermen can activate and take direct control of their agents at any time they wish.

Cyber-technology has been incorporated within the Cerberus satellites, including the dehydration pulse weapon which agitates the hydrogen atoms in water in order to evaporate it. Once the Cybermen take control, the satellites will reposition themselves in groups over some of the world's major population centres in order to bring mankind to its knees. The pulse has been calibrated to human physiology and can be used as a weapon to kill in large numbers.

THE CEREBUS COMPLEX
Good Traits: Advanced Technology (Cerberus), Database Access, Minions (Monitoring Staff), Minions (Security Guards), Minions (UNIT Astronauts), Secure Base, Training

Bad Traits: Alien Threat, Dark Secret (Cyber-controlled), Ongoing Mission, Traitor

CERBERUS SATELLITE
Armour: 2 **Hit Capacity:** 4 **Speed:** 2
Traits: Delete (water only), Flight (in space only), Scan, Transmit
Weapons: 5(2/5/7) damage, Area Effect x2
Story Points: 8



In the 33rd Century, the planet Chronos lies within Earth jurisdiction. But it is a lifeless world, its surface covered by a vast desert with no lakes or oceans, so it has never been colonised. Chronos is, however, of interest to xeno-archaeologists as it is home to the ruins of a lost civilisation about which almost nothing is known.

Most of the ruins are just that, a collection of crumbling stone buildings and walls, devoid of markings or artefacts or anything else that would provide clues to the culture of this vanished people. The sole exception is the one structure on Chronos that is still virtually intact. This is a large stone building which might be taken for a temple or perhaps a palace. Inside are a maze of empty rooms and corridors, with a lengthy inscription to be found on one of the walls. This will prove impossible to decipher as there are no repeated symbols, and a Difficulty 12 Ingenuity + Knowledge roll will deduce that it is most likely a name. But of who or what remains unknowable; the former inhabitants of Chronos remain lost to history.

Exploring the labyrinth within the structure, it will become apparent that the doors in the areas nearest the exit are all cleverly designed to be one-way, so it seems that the builders did not intend anyone who entered to leave. There is also one corridor which curves around on itself, getting narrower and narrower until only a slim gap emerges in another tunnel. The reason for this is unclear.

Another corridor ends in a blank wall and sensors will detect no empty space beyond. It might be assumed that this is a false wall covering a mural or other decoration, but if it is broken through, an impossibly vast space may be dimly seen behind a semi-opaque energy membrane that covers the entrance. The vague shapes of massive, highly advanced machinery can be made out, but no details. It is clear that this chamber does not exist in the same space as the structure. In fact, the membrane is a time portal and the room beyond is in the far future.

The chamber through the membrane contains the Chronosphere, a time travel device that has been commandeered by the Cybermen of the distant future (*see V33*). Anyone stepping through (or being pulled through by the Cybermen) will likely find themselves captured by these future Cybermen and possibly converted into Cyber Thralls before being sent back to Chronos. Although mere seconds might have passed on Chronos, time through the portal runs at a different rate and it could be months later for the Thrall.

The Cybermen are using the Chronosphere to try to ensure their survival, as they are almost extinct in their future. But they have only a limited understanding of the machine, which is well beyond their own technology. One of the effects of this lack of control is that every 18 hours (one Chronos day) an uncontrollable temporal tsunami pulses through the time portal and out in a wave across the planet. Anyone on the surface of Chronos will be aged to death in moments, while those within the structure are dragged through the portal to the Cybermen's time period.

The other limitation that the Cybermen have found in using the Chronosphere is that any attempt to send Cybermen back in time results in their cybernetic components quickly decaying. For full Cybermen, this is almost instantly fatal. For the partially converted Cyber Thralls, the process is slowed by their higher organic content. However, they will still take 1 point of damage per hour.

The true fate of the people of Chronos is that it was they who built the Chronosphere in order to escape into the future, when their planet will be a water world. But once there, they were destroyed by the Cybermen of that future, who have taken control of the Chronosphere for themselves.

THE CHRONOSPHERE [Special Gadget]
Traits: Vortex (Special); Restriction (Major) – Uncontrollable temporal pulse; Restriction (Major) – Decays cybernetic components
Cost: 4 points

PLANETARY DATA

SIZE: Medium
GRAVITY: Earth-like
LAND MASS: The Rock
ATMOSPHERE: Earth Standard
CLIMATE: Hot
SATELLITES: 1
SENTIENT SPECIES: None
TECHNOLOGY LEVEL: N/A

THE CLUTCH *(The Sandman)*

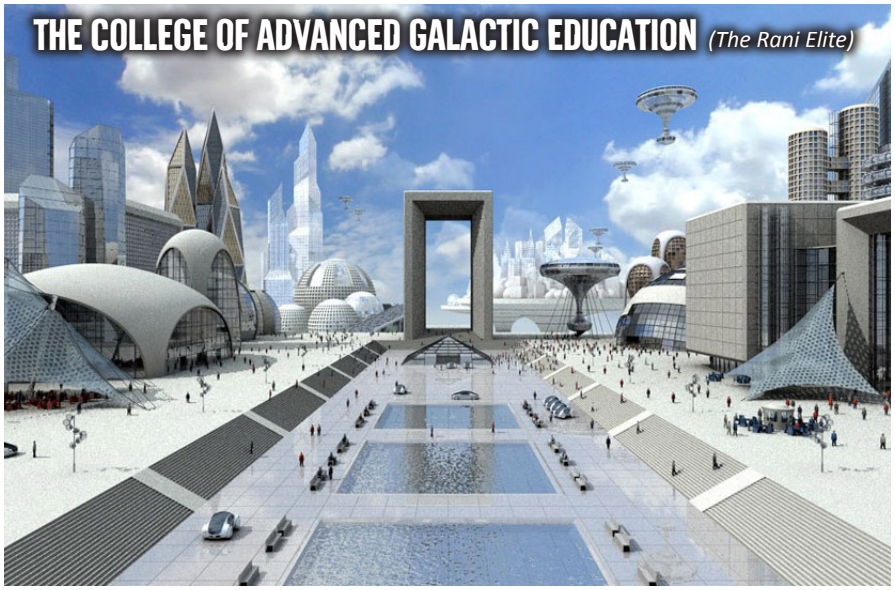
The Clutch moves through interstellar space like a vast shoal of fish, its component ships of all colours, shapes and sizes constantly moving around the central swarm, docking and undocking with their fellows. The Clutch was originally the migrating fleet of the Galyari, a reptilian species which had been rendered homeless by the semi-mythical Sandman. But over the hundred thousand years of its voyage, it has attracted numerous other species and is now home to countless different races, all living in a symbiotic relationship with each other and with the Clutch. The Galyari (*see V36*) are still the dominant race though and are in overall command.

The movement of the hundreds if not thousands of ships within the Clutch is a complicated business, one which is managed by a Galyari officer known as the Orchestrator, with the assistance of the computer, Traffic. At any one time, the majority of ships making up the Clutch are docked to one another in a complicated pattern, so as to allow freedom of movement between them through the corridors and unsecured areas of the ships. But the configuration constantly changes and it is easy for wanderers to become lost or separated from their friends in the ever-changing maze. It also makes getting from one place to another aboard the Clutch a slow and sometimes frustrating process. The closer one gets to the centre of the Clutch, the more stable is the configuration, and there are some ships which have not changed their position in centuries.

Because most Galyari ships do not have hyperspace capability, the fleet remains in real space and moves at the speed of the slowest. Many of the ships of other species frequently depart from the Clutch, disappearing off into hyperspace on their own business, but returning some time later to resume their travels in real space.

Security within the Clutch is the sole province of the Galyari security forces, who are the only group which can legally carry weapons. But such a vast and ever-shifting environment is difficult to police, and there are places within the Clutch where the Galyari rarely venture. The area known as the Warrens, for example, is a dingy and dangerous labyrinth inhabited by lowlifes, where anything can be brought, traded or fenced, and where the Galyari surveillance systems don't reach. Some of the denizens of the Clutch are less honest than others, and the Galyari have a healthy mistrust of the Star Gypsies who ply their trade here and often only stay beyond the law by the skin of their teeth.

The Clutch forms a unique and vibrant setting for adventures. A fleet of starships like a gigantic multi-coloured shoal of fish in an ever-changing formation larger than a city, with a thriving and vibrant community of dozens of species, is an intriguing concept. It provides plenty of scope for wheeling and dealing, cloak and dagger intrigue, action adventure, or numerous other styles of storytelling. The Clutch can form a springboard into other adventures or form the backdrop to a story of its own.



The College of Advanced Galactic Education (often referred to as the CAGE) is one of the most prestigious seats of learning in the cosmos. The last Optimex inspection resulted in it receiving a Triple-A rating. So the Doctor was extremely pleased when the CAGE contacted him to let him know that they intended to bestow an honorary degree in Moral Philosophy on him. He became a little suspicious when he found out that his nomination had been pushed through by the Vice Chancellor as a fait accompli, rather than go through the usual complicated voting system involving the academic staff and ratified by the governing board.

The CAGE has recently introduced a programme to identify particularly talented and gifted students. Selected candidates are tested by being connected to advanced machinery in the Medical Faculty. Afterwards, they return to their normal curriculum, though their behaviour changes as a result. These talented students hang out together and ignore the rest of the students, even those who used to be their friends. Some of the quieter ones really come out of their shells, almost as if the experience has changed their personalities. Shy and retiring one day, partying like there's no tomorrow the next! But all had been identified as being the brightest and best students in their particular fields.

Like many offices and academic institutes of its era, the buildings of the CAGE campus have been constructed using magna-struct technology. Magna-struct is useful for any building where you might need to shift the topography around and change the positions of the walls and doors, even the ceilings and floors. In principle, the sections are all connected by magnetic plates. If you want to move a wall, you just de-polarise the plate, physically move the wall to where you want it, and re-polarise the plate, locking it solid again. It allows rooms to be reconfigured to act as temporary cells or holding areas, for example. But to the technically minded, all you need is something thin and non-magnetic, but rigid enough to force into the polarisation point to break the field and push the wall aside.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The talented and gifted programme is being run by Professor Baxton, the galaxy's foremost moral philosopher. But Baxton has been replaced by the Rani, who is using the tests on the students to transfer the minds of elderly clients into their young bodies (*see G7*). Although the changes in the students' behaviour are becoming noticeable, the Rani (*see V95*) has been able to get away with her experiments so far as the mind of one of her first clients was transferred into the body of the CAGE's Vice Chancellor (only as a temporary move, as he's already middle aged).

The Vice Chancellor seems to be an affable man, but the alien mind now inhabiting his body is determined to move into something younger. Unfortunately, the Rani's process is not perfect. Instead of the elderly minds adapting to their young bodies, the bodies are reacting to their older minds and are undergoing accelerated ageing. In times of stress, the Vice Chancellor's body ages by decades. The Rani has provided him with an auto-injector which reverses the ageing, but only for brief periods. She has promised him a more permanent solution.

VICE CHANCELLOR

AWARENESS	3	PRESENCE	4
COORDINATION	3	RESOLVE	3
INGENUITY	4	STRENGTH	3

SKILLS
Convince 2, Knowledge 4, Medicine 1, Science 1, Subterfuge 2, Technology 3

TRAITS
Authority (Minor)
Weakness (Major) – During periods of stress, the Vice Chancellor must make a Resolve + Strength roll against Difficulty 12 or age by 1D6 decades (with appropriate adjustment of his stats)

EQUIPMENT
Auto-Injector: Each application of this device provides a +4 bonus on a Resolve + Strength roll to return the Vice Chancellor to his normal age

TECH LEVEL: 7
STORY POINTS: 5

By the year 2382, the United Kingdom is a corporation rather than a mere country. It is owned and run by Concorp and has been rebranded as Concorpia. The old UK had become bankrupt and was forced into a business arrangement with Concorp in order to bail itself out, even selling the Crown Jewels as part of the deal.

Concorpia is governed by President Amadeus Boscoe and the rest of the Board of Concorp. But it is struggling under crippling debt as a result of one trillion universal credits in loans from the Universal Monetary Fund (the UMF) of Thoros Beta. It now needs a further 12 billion credits to make the budget viable. Boscoe is negotiating with one of the UMF's representatives on Earth, the Doctor's old adversary Sil. Sil insists on the Board introducing further austerity measures to enable them to repay the debt, and is also hoping to get a place for himself on the Board.

Concorp's headquarters is in London, in a vast skyscraper rising from the old Houses of Parliament. The London of 2382 is run down, its buildings in need of repair, its pavements cracked, and even the mighty River Thames is choked with slime and weeds. Despite their surroundings, the people seem unaccountably content, their faces fixed into idiotic grins. This is down to the fact that Concorp manufactures and exports PPMC drugs to the rest of the planet. PPMC – Population Pacification and Mind Control – in the form of narcoplaximine is a sedative, psychotropic drug which has been introduced into Concorpia's water supplies. It keeps the population calm and happy. Naturally, Concorp staff have their own, uncontaminated water supplies. The population are also subject to a zero-birth restriction order, with only the Executive Class allowed two children.

From Sil's point of view, Concorpia's main problem is that, with unemployment running at seventy-one per cent, there are too many unproductive mouths to feed, too many people on benefits payments. Sil has plans to drastically reduce this surplus population by wiping them out with a cocktail of alien plagues. His own private project, headed by Cordelia Crozier (*see V17*) in the laboratories at the top of the Concorp headquarters, must first produce an antigen to protect the Board and Executive Class from the plagues, leaving the other ninety per cent of the population to die.

The policing of London is now carried out by Concorp's private security operatives, the Knights Warden. Beneath the streets, the old Underground system lies unused and abandoned for decades. It is now the home only to rats and gangs of human scavengers named after their territories, such as the Nothernliners and the Bakerloonies. Many of the scavengers are doctors and pharmacists, driven out of business when Concorp closed down all competing outlets for their own products.

Concorp's main competition is an East World conglomerate state, Hang Seng, controlled by another Mentor from Thoros Beta, Mistress Na. But their research is lagging behind that of Concorp. President Boscoe suspects Hang Seng agents to be behind recent sabotage attempts on Concorp's pharma factories. Despite this, he is negotiating with them as an outside provider of PPCM to secure an uninterrupted supply to keep the population under control.

AMADEUS BOSCOE

AWARENESS	3	PRESENCE	4
COORDINATION	3	RESOLVE	3
INGENUITY	3	STRENGTH	3

SKILLS
Convince 4 (AoE: Negotiation), Knowledge 2, Subterfuge 1, Survival 1, Technology 2

TRAITS
Authority (Major)
Obligation (Major) – Debt to the UMF

TECH LEVEL: 6

STORY POINTS: 4

The so-called Cyberverse is an alternative timeline in which the Cybermen have become the dominant lifeform in the universe (*see V33*). The point of divergence from our timeline is 1927, when a techno-organic virus that converts humans into Cybermen was released on Earth. The animals died as did many humans. But the survivors were converted by the virus and Earth became the centre of a new Cyber-empire. By the 1950s, the Cybermen and their new army had conquered the Time Lords, the Daleks, the Draconians, the Sontarans and numerous other races using time travel technology acquired on the planet Chronos (*see L19*).

The Cybermen also developed a new strain of their techno-organic virus, one which still converted humans into a form of Cyberman, but a form with skin and flesh on the outside, making them appear to still be human. These creatures are referred to as "Skin-Drones".

Despite the dominance of the Cybermen in this timeline, there is still a resistance on Earth formed of Skin-Drones which have overcome their conditioning. In 1951, they managed to send a Skin-Drone agent to the planet Chronos (*see L19*) in 3286, which they determined as being the nexus point of the creation of the Cyberverse, the point at which they acquired time travel. The rebels believed that in that time period it was the Doctor who had provided the Cybermen with the techno-organic virus in the first place, plus the capability to travel back to 1927 to release it. The rebels had reverse engineered the virus so that it would instead destroy cybertechnology, hoping to prevent the creation of the Cyberverse in the first place.

In addition to the traits listed for a standard Skin-Drone, the agent sent to Chronos by the rebels was fitted with an ultra-violet frequency scrambler which effectively rendered him invisible and inaudible to Cybermen; they simply could not detect his presence. For this Skin-Drone, remove Enslaved and add Invisible (Special Bad; Restriction – Only to Cybermen).

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The human rebels are only partly correct in their belief about the Cyberverse being created by the involvement of the Doctor. This appears to be correct, but it was not the result of the Doctor's deliberate actions. In fact, his travelling companion Evelyn Smythe (*see A6*) was unknowingly infected by the virus before she and the Doctor left Chronos. They next planned to visit Earth in 1927, where the virus presumably spread. How the Doctor prevented our own timeline from becoming the Cyberverse is unrecorded.

Nevertheless, the creation of the Cyberverse and more specifically the techno-organic virus would seem to be a temporal paradox. The rebels of 1951 reverse engineered their anti-Cyberman virus from the original virus that had infected Evelyn in 3286; and the virus of 3286 was the result of the Cybermen reverse engineering the virus that the rebel Skin-Drone had brought with him.

SKIN-DRONE

AWARENESS	3	PRESENCE	3
COORDINATION	3	RESOLVE	4
INGENUITY	3	STRENGTH	7

SKILLS
Convince 1, Fighting 3, Knowledge 1, Marksman 2, Medicine 2, Science 2, Subterfuge 3, Technology 3, Transport 2

TRAITS
Alien Senses - UV, IR and X-ray vision
Armour (5 points)
Cyborg
Enslaved
Environmental (Major)
Networked (Major)
Technically Adept

TECH LEVEL: 7
STORY POINTS: 3-5

THE DOMINUS INSTITUTE *(Vampire of the Mind)*

On a small island off the South coast of England, an old military installation has been converted into the headquarters of the Dominus Institute. The Institute is a privately-owned organisation undertaking scientific research in areas such as memory loss and dementia. It was founded (and funded) by Sir Andrew Gobernar, a wealthy businessman, in an attempt to find a cure for his sister's Alzheimer's. The Institute's chief scientist is Dr Damien Scott, whose own research is into the nature of memory, with the ultimate goal of finding a way of saving memories and reloading them into the human brain. As well as restoring lost memories, the process might also be used to implant skills and experiences into people, taking minutes rather than years of training for the most complex disciplines.

The island the Dominus Institute is located on is only a few miles across. The only way to get to it is by boat from the mainland, and there is no mobile phone signal on the island. Apart from the Institute itself, there is a pub near the small harbour, which caters mainly for visitors to the Institute plus the occasional walkers who come here. There is also an old castle, now abandoned and crumbling behind barbed wire fences. It's not old enough to be Medieval and is actually a Victorian folly. According to the locals, the castle has a reputation for being haunted, and lights and figures can be seen there at night.

There are a number of peculiarities with the Institute which should attract the notice of attentive Time Lords. The name "Dominus" is clearly Latin for Master, and "Gobernar" has a similar meaning in Spanish. The island itself is strangely familiar to the Doctor, being one of the locations where the Master was imprisoned in the 1970s (see *The Sea Devils*). Finally, a number of prominent scientists have disappeared recently. Investigations will quickly uncover that they were all employed by the Dominus Institute in one capacity or another.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

It hardly needs to be said that the Master is behind the Dominus Institute, whose aims are not so worthy as their publicity claims.

The Master (in his Dr De'ath incarnation more familiar to the 8th Doctor) is currently stranded on Earth, having experienced problems with his TARDIS. There are gaps in his knowledge suggestive of post-regenerative trauma, though the Master cannot actually remember the cause for this. He has set the Institute up as a trap to lure the Doctor (or indeed, any Time Lord), in order that he can steal their memories and restore his own. The Master, in the guise of Dr Scott, has used Sir Andrew Gobernar because of his name, another clue to lure the Doctor. Although appearing to act normally, Sir Andrew is another of the Master's puppets and his hypnotic control can be reasserted at any moment.

At the centre of his plan, the Master has a captive Mind Leech (*see V70*) which is kept chained up in a dungeon beneath the castle. The figures glimpsed wandering in the castle grounds after dark are the zombie-like results of the Mind Leech feeding on the missing scientists the Master has provided to keep her sated. The Master refers to them as Blanks as their minds have been bled dry. These poor, wasted wretches have no memories or knowledge, and are only capable of shambling along like zombies, moaning piteously. However, they have been conditioned to obey the Master and can carry out simple tasks.

SIR ANDREW GOBERNAR

AWARENESS	3	PRESENCE	3
COORDINATION	3	RESOLVE	2
INGENUITY	3	STRENGTH	3

SKILLS
Convince 3, Knowledge 1, Science 3, Technology 2

TRAITS
Emotional Complication (Major) - Sister
Wealthy (Major)

TECH LEVEL: 5
STORY POINTS: 4

BLANK

Attributes: Awareness 1, Coordination 1, Ingenuity 1, Presence 1, Resolve 1, Strength 1
Traits: Enslaved
Story Points: 0

DORSILL *(Grave Matter)*

There is a remote and little-visited chain of islands off the south-west coast of Britain, called Dorsill. It has only two islands of any size. The larger of the pair is also called Dorsill, and the other is Sheldon's Folly. The reasons for the lack of visitors are twofold: firstly, the climactic conditions favour mist, fog and rain; and secondly, the local currents and rocks are a nightmare to navigate through. In terms of population, there is a small village on Dorsill itself, and a mansion house on Sheldon's Folly, bearing the same name.

On Dorsill, there is no electricity, no mains gas, no cars and no petrol stations. Partly this is because they had never come; partly it's because the cost of installing these things would now be prohibitive; and partly it's because the island community has turned its back on such things. They make a virtue of living off the land, of using horses instead of cars or tractors. They value their isolation, the cleanliness of the air, the simplicity of their lives. There are concessions of course. The local doctor can prescribe modern drugs and medication. The street lights are powered by gas cylinders shipped out from the mainland together with the mail and tinned food and fresh fruit, vegetables and meat. A couple of the larger houses have diesel generators and use electricity for lighting and heating. There is a satellite phone for emergencies, and there is a helicopter, owned by Christopher Sheldon.

Dorsill and the rest of the chain used to be owned by the islanders themselves, under the terms of a trust. But in the 1990s it went bust and the islanders had to sell up. The trust received a generous offer from Christopher Sheldon, a former islander who had moved to London years ago. The islands are now owned, lock, stock and barrel, by him. Christopher Sheldon is a government scientist and needs his helicopter to travel back and forth without having to rely on the boats. He lives in the eponymous mansion on Sheldon's Folly, which had been built by his great-great-great-grandfather.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Christopher Sheldon works for the Ministry of Science. He has been assigned to analyse some alien genetic material brought back to Earth by a European Space Agency mission to the outer planets of the solar system. The government has secretly funded Sheldon's purchase of the islands, as they provide an isolated environment for his research.

Sheldon has dubbed the genetic material Denarian (*see V29*), after DNA. It is proving to have miraculous properties, allowing injuries to heal at an astonishing rate. Sheldon allowed himself to become the first human to be infected by the Denarian, with devastating results. He can now withstand lethal injuries and heal rapidly, even to the extent of regrowing amputated limbs. As a result, he has become an unwilling incubator for the Denarian virus. The process of having various limbs removed and regenerated has broken his mind. Unfortunately for the rest of the islanders, the Denarian has now infected the food chain on Dorsill and is working its way through the human population…

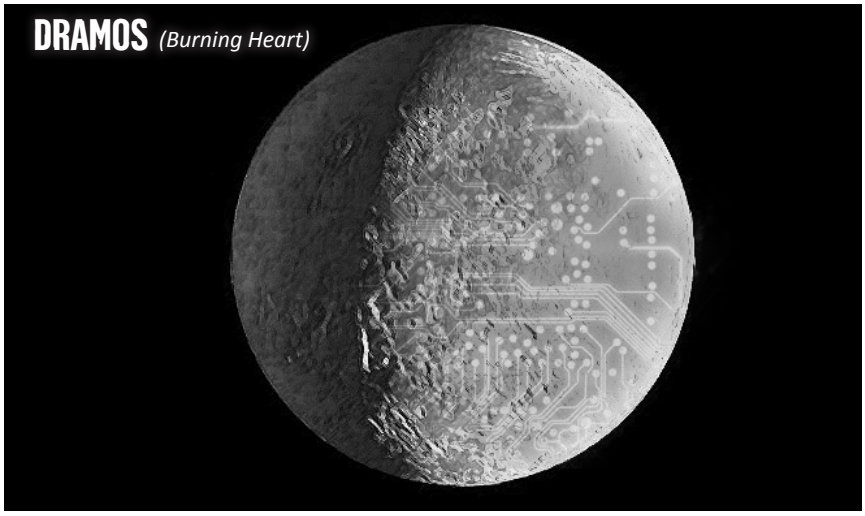
CHRISTOPHER SHELDON

AWARENESS	2	PRESENCE	1
COORDINATION	3	RESOLVE	1
INGENUITY	1	STRENGTH	3

SKILLS
Fighting 1

TRAITS
Distinctive
Eccentric (Major) – His mind is broken
Fast Healing (Special)
Immortal (Major)
Infection (Major) – Denarian virus carried in body fluids
Weakness (Major) – Exposure to intense X-Ray radiation will kill the Denarian infection, negating Sheldon's Fast Healing and Immortality traits

TECH LEVEL: 5
STORY POINTS: 2



The planetoid Dramos has no atmosphere, no fossil water reserves, no carbon reserves, nothing to support life. It is untenable for humans or any species that is broadly comparable to human. Races with more extreme forms of physiognomy might find some purchase here, but such races are a galactic rarity and there is nothing on Dramos to interest them.

Dramos orbits the gas giant of Titania, which in turn orbits the sun designated K7A-00741-417b-16. It is one of those few small, stray specks of matter poised equidistant between the secondary and tertiary spiral arms of the Galaxy. Because of this, it became a vital staging post and crossover point for inter-galactic travel. Titania is the single coherent planet in its system, and Dramos is its single solid, stable body. That was the sole reason it was colonised, and the reason why it thrived.

Outside the pressured geodesic dome of the Habitat, Dramos is as sterile as when people had first come: flat grey rock as smooth as glass, polished clean of even micro-meteoric dust by the ionospheric traces of Titania. But people in their billions, from countless species, have made use of the facilities on Dramos since First Landing, with billions upon billions of tonnes of cargo passing through the largest, most extensive port the Galaxy has ever seen.

As Dramos Port has established itself, so the Habitat has grown, extending across the flat terrain. Originally the site of the Port Authority and minimal layover facilities, by the 32nd Century it covers fully a third of the planetoid's surface and tunnels through a third of its mass. Thousands of cubic kilometres of interconnected tunnels, with thousands of intestinal towers rising up under the dome, form a three-dimensional maze crammed with transients, those who service them, and those who prey upon them. As with ports throughout history, below these surface processes there exists an underclass. The criminals who take advantage of the slave routes. The stranded and the dispossessed. The exiled and those running from justice. The flotsam and jetsam of two whole spiral arms of the Galaxy.

In this melting pot of species and cultures, keeping order is the province of the Church of Adjudication. (*see A33*) The Adjudicators are heavily armed and armoured troops whose methods have become increasingly brutal. Thousands upon thousands of crimes and disturbances and their Adjudicator responses are prevented from spinning off into catastrophe only by the Church's OBERON systems, the semi-AI processing network that controls and coordinates the forces of Adjudication absolutely. It is an absolute control made possible only by the fact that the communications and life support of the entire Habitat itself are routed through OBERON.

Even so, in 3174 with the Earth Empire in the final stages of collapse, resources are stretched to the limit. Over the past Habitat Year, increasingly drastic measures have had to be crash-implemented by the Church. The rescinding of the Data Protection laws. The prohibition of mass gatherings. Stop-and-search procedures. Probable Cause. The war of attrition that every policing force wages against the rights of those it polices have been stepped up violently in this past year; it is only a matter of time before these so-called "rights" are obliterated entirely.

Of the gas giant Titania, little is known. It is a "hot" giant, very nearly a small sun in its own right. Indeed, the geostationary, automated energy-mining rigs that hang above it comprise the entire power source for Dramos Port, together with replenishment for the ships that it services. Seen from Dramos, the surface of Titania is a churning mass. Vast, unstable gravitational and electromagnetic forces result in planet-wide gas storms, the forces unleashed by them of a magnitude that is almost nuclear. The only distinctive feature in the chaos is what people call the Node (*see V80*), a darker, reddish vortex that seems to crawl across the surface in much the same way as the Red Spot on half-forgotten Jupiter. Sometimes, this swirl of darker, reddish matter seems to pulse. Sometimes, it changes its course for no apparent reason. Whenever the Node faces Dramos, people begin to behave strangely, more violently. It's the start of the Crazy Season!

PLANETARY DATA

SIZE: Small
GRAVITY: Low (outside the Habitat), Earth Standard (within the Habitat)
LAND MASS: The Rock
ATMOSPHERE: None
CLIMATE: Arctic
SATELLITES: None
SENTIENT SPECIES: Humans and dozens of other species (including Silurians, Ice Warriors, Gastropods, Chelonians, Tzun, exiled Sontarans and Cybermen offshoots)
TECHNOLOGY LEVEL: 7

THE DUSK *(Project: Twilight)*

In 1915, the British Government's secret research facility known as the Forge was conducting experiments in an attempt to produce a super-soldier that would enable Britain to win the Great War. Dr William Abberton injected his test subjects with a serum that became known as the Twilight Virus in order to turn them into vampires. Many of them died, but a number had survived by the time that the creatures rose up against their tormenters. Led by Amelia Doory and Reginald Mead, the vampires attacked Abberton and escaped from the Forge (*see V32*).

Over eighty years later, in 2001, Amelia and Reggie are still alive and are owners of The Dusk, a casino in Bermondsey, South London. During the 1960s, Reggie had idolised the Kray twins and other notorious gangsters, and he still styles himself after them, though Amelia is clearly the "alpha vampire". Most of the staff of The Dusk are also vampires, as is Nathaniel, the final test subject that Abberton injected with the Twilight Virus. Nathaniel's mind was broken by the process and he is now a creature of instinct who preys on any animals which dare to roam too close to the casino. Plenty of half-eaten carcasses of dogs, cats and birds can be found in and around the "nest" he has built for himself in a side street. But he returns to the casino regularly.

Each evening, The Dusk is open for business, welcoming regular punters who don't suspect a thing about the secrets behind the casino and its owners. But woe betide any gambler who tries to cheat at the tables or who welches on a debt! These unfortunates will be taken down to the chambers below the casino, where there is a fully equipped laboratory and medical centre. Here, Amelia has been trying to perfect the Twilight Virus, and the vampires' prisoners will be used as test subjects for the latest batch. The main drawback of the Virus as developed by Abberton is that he was unable to isolate the element in vampire DNA that allows them to create other vampires through their bite. So Amelia, Reggie and the others at The Dusk are unable to propagate their species other than by injection of the Virus. Amelia's ultimate aim is to produce an airborne strain, enabling her kind to multiply overnight and become the masters of Britain, if not the world!

Also hidden beneath The Dusk is the vampires' blood farm, a chamber with hundreds of cages, each containing a human prisoner. These victims' minds are broken through years of fear and abuse. In fact, many have never known freedom or learnt how to be human. The prisoners are fed with nutrients to keep them alive, and their blood is regularly drained to feed the vampires at The Dusk and for them to trade with others of their kind around the country. The blood farm is connected to a series of tunnels under the Thames and across London, allowing the vampires to move around the city unnoticed.

Amelia and Reggie are vigilant for any sign of their nemesis, Nimrod (*see V78*). During the escape from the Forge, Amelia mortally wounded Dr Abberton, and he only survived by injecting himself with the Twilight Virus. In the process, Abberton was transformed into Nimrod, a creature with some of the powers of a vampire but without their craving for blood. Nimrod has since dedicated his life to hunting down and destroying the vampires that his work created. Reggie narrowly escaped from an encounter with Nimrod in 1971 and it took him three years to fully recover.

All vampires created by the Forge were designed with a specific weakness so that they could be destroyed. The weakness varies from one individual to the next, but all are based around a traditional vampire vulnerability.

AMELIA DOORY

AWARENESS	5	PRESENCE	5
COORDINATION	3	RESOLVE	5
INGENUITY	4	STRENGTH	6

SKILLS
Athletics 2, Convince 4, Fighting 2, Knowledge 3, Medicine 3, Science 3, Subterfuge 3, Survival 1, Technology 3, Transport 1

TRAITS
Adversary (Major) - Nimrod
Dependency (Major) – Suffers a -4 penalty to all rolls if denied blood for an extended period
Fast Healing (Special)
Frenzy
Hypnosis (Major)
Immortal (Major)
Immunity – Vampiric immunities, including to normal damage, firearms and electricity
Indomitable
Obsession (Minor) - Blood
Psychic
Psychic Training
Telepathy
Tough
Vampire (see *The Fourth Doctor Sourcebook*)
Weakness (Major) – Running water will cause Amelia 1 point of damage per Round of immersion

TECH LEVEL: 5
STORY POINTS: 8

REGGIE MEAD

AWARENESS	4	PRESENCE	3
COORDINATION	3	RESOLVE	5
INGENUITY	2	STRENGTH	6

SKILLS
Athletics 3, Convince 2, Fighting 3, Knowledge 3, Medicine 1, Science 2, Subterfuge 3, Survival 2, Technology 2, Transport 2

TRAITS
Adversary (Major) - Nimrod
Dependency (Major) – Suffers a -4 penalty to all rolls if denied blood for an extended period
Fast Healing (Special)
Frenzy
Hypnosis (Major)
Immortal (Major)
Immunity – Vampiric immunities, including to normal damage, firearms and electricity
Indomitable
Obsession (Minor) - Blood
Psychic
Psychic Training
Telepathy
Tough
Vampire (see *The Fourth Doctor Sourcebook*)
Weakness (Major) – Reggie's weakness is fire, which causes normal damage which is not reduced by any of his traits and which he must heal from at the normal rate (not increased by his Fast Healing)

EQUIPMENT
Baseball Bat: Strength +2 damage

TECH LEVEL: 5
STORY POINTS: 8

NATHANIEL

AWARENESS	3	PRESENCE	3
COORDINATION	3	RESOLVE	3
INGENUITY	1	STRENGTH	6

SKILLS
Athletics 4, Fighting 3, Subterfuge 3, Survival 4

TRAITS
Adversary (Major) - Nimrod
Dependency (Major) – Suffers a -4 penalty to all rolls if denied blood for an extended period
Distinctive
Fast Healing (Special)
Frenzy
Immortal (Major)
Immunity – Vampiric immunities, including to normal damage, firearms and electricity
Obsession (Major) - Blood
Tough
Vampire (see *The Fourth Doctor Sourcebook*)
Weakness (Major) – Direct sunlight will cause Nathaniel to take 1 point of damage per Round of exposure

TECH LEVEL: 5
STORY POINTS: 4

TWILIGHT VIRUS [Major Gadget]
Anyone injected with the Twilight Virus must make a Resolve + Strength roll against it every 5 minutes thereafter or take 2(1/2/3) damage. Once three Attributes have been reduced to zero, the character is reborn as a vampire! Assume the Virus has a Resolve + Strength of 8. An airborne version will have the same effect.
Traits: Infection (Major)
Cost: 2 points

By the year 16,127, barely forty years after the revival of the sleepers on Space Station Nerva (see *The Ark in Space*), the Earth is still a dangerous place. Although the planet has recovered remarkably from the solar flares over the past few thousand years, the whole ecosystem was damaged, resulting in dramatic climate changes and variable radiation levels.

Nevertheless, Nerva City has been established on the site where New York once stood and is a clean, safe refuge for those now living there. In 16,127, the citizens are even celebrating the Olympic Opening Ceremony, no longer anything to do with sport, but a festival in which a torch is metaphorically passed from one season to the next. With the population still low, a breeding program maintains strict controls over mating, with pair bonding between selected couples in order to protect the gene pool.

Outside the City, communication is by radio phone as there is only one artificial satellite in the skies above: Space Station Nerva. Contact between the Space Station and Nerva City is sporadic, and in order to conserve energy, the Station does not keep its transmat systems on all the time. Its orbit around the Earth is a little under three hours.

With Nerva City now secure, attempts have been made to establish other colonies around the globe. Twenty years ago, seven new colonies were set up around the Earth, connected by transmat to Nerva City and to the equatorial water factories. But five years later, the colonists were all recalled and the colonies abandoned. This is generally believed to be the result of severe weather changes, but was actually down to nuclear winds. One of the attempted colony sites was on Inchfad Isle in Loch Lomond, Scotland. The loch had been restocked with fish, but fifteen years ago it froze from top to bottom. The temperature hasn't risen above zero degrees Celsius since, though more recently there are reports that the water may be beginning to melt. Despite the inhospitable conditions, one of the original colonists, Roger Buchman, has lobbied to restart the colonies. Now, he and his family are about to try to begin their new lives on Loch Lomond.

An advance party of two multi-skills from Nerva City was sent out to secure the area and set things up for the Buchman family. So why is there no sign of them when Roger and his wife and daughter arrive? They're supposed to stick around and help out for the first few days, not just make a mess and vanish! Meanwhile, out on the frozen loch, tree branches sticking out of the ice seem to be waving of their own accord…

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Thought to have been wiped out forty years ago, a swarm of Wirrn landed near Loch Lomond at the time of the recall of the fledgling colony. The radiation from the nuclear winds that triggered the recall killed many of their number, but most of them moved into the water to escape it. Capable of travelling unprotected through space, surviving underwater was not a problem for these Wirrn. Except that a catastrophic and sudden change in the weather froze the loch, trapping them within it before they realised there was a problem. Those near the surface can be seen by their mandibles and legs which poke through the ice and wave helplessly in the air. If the water were to begin to thaw, it would not take long for some four hundred Wirrn to break free and head to the nearest human habitation to feed and lay their eggs (*see V48*).

To make matters worse, the authorities in Nerva City decided that the new colonies were not going to fail. In order to force them to succeed, the transmats have been locked into one-way mode only. Unknown to them, the new colonists can arrive from Nerva City, but they cannot return. Escape from the Wirrn by transmat will prove to be impossible!

ENGLISH EMPIRE PARALLEL *(Jubilee)*

When the TARDIS attempted to materialise in London in 1903, it found itself pulled into a crack in time and instead landed in 2003. But in a parallel timeline in which an attempted Dalek invasion in 1903 had resulted in an English Empire that had ruled the world for a hundred years. In the 1903 of this timeline, the Doctor had recruited a humble greengrocer to help him defeat the Daleks. The grocer had gone on to use Dalek technology to take control of Britain, then Europe, America and finally the world, setting himself up as President of the English Empire. There was an American Revolution in 1943, but it was ruthlessly put down, and the United States is governed by a Prime Minister who is in England's thrall. By 2003, the first President's great-grandson Nigel Rochester (*see V77*) now reigns and is looking forward to the celebrations of the Centenary Jubilee.

The English Empire is a totalitarian state under the insane rule of President Rochester. Under his dictatorship, and those of his father, grandfather and great-grandfather before him, all manner of laws have been introduced almost on a whim. It is illegal to use contractions such as "isn't" and "you're" in speech. Women are second-class citizens whose role is to be demure and docile in the home. No one who leaves England can return for fear of them having "gone native" and bringing back degenerate ideas and morals. This is all to create and maintain a better, braver England, an England fit for heroes!

Rochester rules his Empire from the Tower of London, but one now decorated in bright, garish colours. The Tower still holds two prisoners from the 1903 Dalek invasion. A metal box-like room has been built onto the White Tower to house the first prisoner. This is the last surviving Dalek from the invasion force. It hasn't spoken for thirty years, but Rochester wants it talking in time for the Jubilee, when it will be executed. His people have been torturing it for decades, but without success. The Dalek's exterminator and self-destruct mechanism have been removed, and damage to the armour allows access to the creature within. The Dalek is held in a magnetic field to fix it to the metal floor and prevent movement. To all intents and purposes, it appears to be lifeless, though it is still alive. Alone among the humans for almost a century, this Dalek has been driven insane by a lack of orders. Its purpose has been compromised and it may even seek a new leader from among its captors, if it judges them to be suitable.

The second prisoner is held in the Bloody Tower. It is the Doctor, still in his sixth incarnation. After the defeat of the Dalek invasion, the Doctor wanted to leave. Rochester's great-grandfather prevented this and imprisoned both him and Evelyn Smythe (*see A6*) in the Tower. The Doctor's legs were amputated to prevent him running away, and Evelyn eventually starved to death. The Doctor's continued existence is now a state secret, his death having been announced decades ago. Confined to a wheelchair, his mind has been broken by a century of imprisonment and torture.

Elsewhere in London, Nelson's Column was destroyed in the invasion but has been rebuilt as the Doctor's Column. The statue of the Doctor depicts him with bulging muscles and wearing the uniform of an English Empire Stormtrooper (the Doctor's multi-coloured coat having been considered to be too ridiculous and has been hushed up). Most of London is just rubble and ruin. Rochester's father wanted to build a glittering new city as the jewel of the English Empire and a home for heroes. But he lost interest part way through, and Rochester believes his subjects prefer to have public executions than roofs over their heads.

The reality of the Dalek invasion has been largely reduced to merchandising opportunities. There is Dalekade, Dalek squash, Dalek films, Dalek sitcoms, Dalek playsuits and countless other examples of the merchandising of the Daleks. Anything with Daleks on it sells, especially in the Jubilee year!

The one thing that can't be bought by the people is Dalek juice. This unpleasant but virtually tasteless concoction is produced by electrifying the magnetic floor under the Dalek in the White Tower, boiling it alive until a black liquid seeps out of the casing. Only a little can be produced as it takes weeks for the Dalek creature to recover. So its consumption is thankfully limited to the President - who insanely considers it the drink of victors – and his inner circle!

The planet Asphya and its moon Erys are the only planetary bodies in their star system. It's a rare phenomenon, but far from unique. The entire system is surrounded by a ring of radio beacons a hundred and fifty million miles out. It's a major feat of technology to deploy so many beacons over such a vast area of space. But they aren't the work of the inhabitants of either Asphya or Erys. The beacons are broadcasting a signal and an audio message, a warning to keep away from this system.

The planet Asphya is inhabited by the people of a very basic agrarian community. These Asphyans believe the void beyond their world to be "the Great Darkness", and they are visited only by the childlike Drachee (*see V26*). They fear the Drachee, who come here to torment them with psychic visions and force them to fight each other for their pleasure.

The Drachee are the inhabitants of the moon Erys. The surface of Erys is a bleak wilderness. There is a constant moaning caused by the wind passing through fissures in the rocks. Although Erys appears to be a normal world, it is in fact a living, sentient creature, its body a mixture of flesh and minerals encased within a solid carapace. Growths form geological features and fungus its vegetation.

Erys is honeycombed by thousands of miles of muddy tunnels beneath is rocky exterior, and it is here that the Drachee are usually found. Erys can speak by vibrating membranes in the walls of the underground chambers. It is also a powerful psychic and can communicate telepathically. Erys is aggressive towards anyone entering its solar system, using its telekinetic powers to crush spaceships or cause them to crash. It claims that it is only defending itself. Any ships that come close are seen as a potential threat. The mining cartels of the neighbouring systems have tried many subterfuges to land their people here, and Erys wants nothing to do with them.

As a living planet, Erys has the ability to manipulate its own substance, using its mud-like flesh to create the Drachee or the soil on the surface to create more rudimentary mud people. Both have free will. But whereas the Drachee can be wilful and impudent, the mud people are Erys's slaves. Erys is also the creator of the people of Asphya. But they are just avatars and require the life energy from a living being to maintain them. Erys can dissolve them at a mere thought and keeps them only for the amusement of the Drachee.

Any visitors to Erys, or survivors of ship-wrecks, are "integrated". Erys can draw them into itself, sucking them down to the Place of Preparing, where Drachee secure them inside tanks of bubbling liquid. The tanks sustain their inhabitants in a preserved but unconscious state, allowing Erys to draw on their life energies, using them as living batteries to power the avatars on Asphya.

As a moon-sized entity, Erys is difficult to harm physically. However, somebody inside its tunnels may be able to locate weak spots. Erys's brain is at its very core, so it is difficult to get to and, in any case, it is protected by layers of flesh and membrane. However, there are nerve ganglia clustered around the tunnels, which lead to nerve centres that are more vulnerable. By manipulating or damaging a nerve centre, pain or even injury or death might be inflicted on Erys. A successful Difficulty 12 Awareness + Medicine roll while examining a cluster will reveal signs of old damage caused by disease. This damage is very painful to Erys and explains its aggression and mistrust. If the damage could be treated, Erys would prove to be a much more friendly living planet.

ERYS

Attributes: Awareness 5, Coordination N/A, Ingenuity 4, Presence 7, Resolve 8, Strength N/A
Skills: Convince 4, Craft 4, Knowledge 2, Technology 3
Traits: Alien, Alien Appearance, Environmental (Major), Hypnosis (Major), Psychic, Psychic Assault (see *The Fourth Doctor Expanded Universe Sourcebook*), Psychic Illusions (ditto), Special – Living Moon (Erys is a living moon, can normally only be harmed by weapons capable of planetary destruction, and can create living servants from its own substance), Telepathy, Telekinesis, Voice of Authority, Weakness (Minor: Erys's mental powers are useless against those without memories or fear), Weakness (Special: Nerve clusters – see text)
Tech Level: 5
Story Points: 12

MUD PERSON

Attributes: Awareness 2, Coordination 2, Ingenuity 1, Presence 1, Resolve 3, Strength 5
Skills: Athletics 1, Fighting 3, Survival 3
Traits: Alien, Alien Appearance, Environmental (Major), Enslaved, Fear Factor 1, Natural Weapon (Special: Absorption – Drachee are absorbed, while living beings are engulfed; use Drowning rules), Tough
Story Points: 1

PLANETARY DATA

SIZE: Small
GRAVITY: Earth-like Gravity
LAND MASS: The Rock
ATMOSPHERE: Earth Standard
CLIMATE: Temperate
SATELLITES: 0
SENTIENT SPECIES: Erys itself, Drachee, mud people
TECHNOLOGY LEVEL: 5

ESSELVEN MINOR *(Palace of the Red Sun)*

The Doctor dubbed this small planetoid Esselven Minor as it had been the holiday retreat for the royal family of Esselven and was their final, secret refuge following the invasion by the Protectorate of Glavis Judd (*see V38*). It is a mere 107 kilometres in diameter, less than 350 kilometres in circumference and has a distance from equator to pole of only a little over 80 kilometres.

Esselven Minor is a freak of astrodynamics augmented by planetary engineering technology, orbiting close to a white dwarf star where no habitable world should be. From outside the powerful broad spectrum forcefield that surrounds it in a 130 kilometre sphere, the planetoid is almost invisible to casual observation. It looks like a mirror-glass globe hanging in space, showing only a dazzling spot of light where the sun reflects from it and a few lesser pinpoints of bright stars. Otherwise it's as black as space itself. This worldlet has a collapsed matter core providing it with the mass of a minor planet compressed into the volume of an asteroid, providing gravity and retaining atmosphere to sustain a narrow biosphere. Accordingly, it has a steep gravity well that rapidly diminishes in intensity with altitude. To outside scans, the planetary shield registers completely stable and inert, apart from some radiation loss in the infrared from the night side, necessary to maintain a habitable surface temperature. It reflects scanning beams with almost no attenuation and makes it impossible to identify any surface details on Esselven Minor.

When the Esselven royal family fled here, their engineers tried to increase the shield's defensive capabilities. But with the massive gravity well of a white dwarf on one side and a dense planetary core on the other, they overstressed the continuum in a place where it was already weak. The shield became a boundary both in space and time. On the inside, time passes approximately 500 times more rapidly than outside. As a result, from the surface of the planetoid, the sun appears red as its light is spread across time, reducing its energy and shifting its wavelength. Additionally, the planetoid is gravitationally locked to its sun, so there is no rotation. On the world beneath the shield, there is no sunrise or sunset, only the illusion of being suspended in some perpetual summer afternoon.

After the accident, the survivors had no proper place of refuge. At the South Pole, the Winter Palace of the royal family had been destroyed, and the Summer Palace at the North Pole was irradiated. The accident cut the power to the spaceport and without engineers, they couldn't make repairs to their ship. Neither could they shelter in the garden houses as planned. The robot gardeners' programmes had been corrupted, incidentally leading to some odd behaviour such as obsessive garden building. They wouldn't let the survivors stay in the gardens, or even help support them. The survivors' lives very quickly became a daily struggle and the truth of their situation gradually degenerated into myth. The spaceport was associated with their rejection and became a taboo place.

Meanwhile, the Summer Palace's entertainment system which generates Autonomous Photonic Simulations (holographic actors) activated and due to a system error began to run constantly. The players were much more convincing as Lords than the real survivors and the robots accepted them, treating the real heirs as scavengers and the APSs as real people. The gardener robots are half again as tall as a human, with heads that are amiable parodies of humanoid features, except for glowing red photocell eyes. Their highly polished silvery metal torsos are mounted on broad soft rubber tyres. Around their bases are clipped a variety of gardening tools, ranging from small trowels to forks, powered shears and rotovator blades. Each tool has the same standard socket, which can be exchanged for the large but quite human-looking rubber-covered hands.

Now, five hundred years later (only one year to the outside universe), the descendants of the royal family of Esselven are scavengers roaming wild in the woods of Esselven Minor, while the robot gardeners serve the holographic APSs which believe they are real and have taken on the role of the Lords of this world. The society adopted by the APSs is a medieval one and, apart from the robots (and the APSs themselves) technology is unknown.

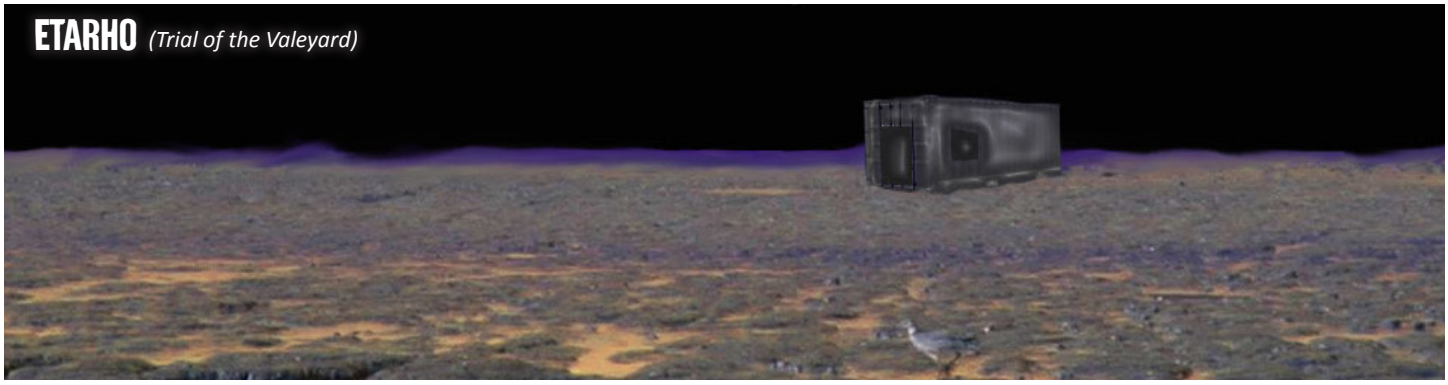
GARDENER

Attributes: Awareness 2, Coordination 2, Ingenuity 2, Presence 2, Resolve 4, Strength 6
Skills: Craft (Gardening) 5, Knowledge 3 (AoE: Gardening), Technology 2
Traits: Armour (5 points), By the Program, Robot
Equipment: Various gardening tools, many of which could be used as makeshift weapons
Story Points: 1

PLANETARY DATA

SIZE: Tiny (asteroid-sized)
GRAVITY: Earth-like
LAND MASS: Land o'Lakes
ATMOSPHERE: Earth Standard
CLIMATE: Temperate
SATELLITES: 0
SENTIENT SPECIES: Esselvanians
TECHNOLOGY LEVEL: 2 (residual Esselven technology is TL 6)

ETARHO *(Trial of the Valeyard)*



When the Doctor was brought back to Space Station Zenobia, which had previously been the location of his second trial by the Time Lords (see *The Trial of a Time Lord*), it was now in orbit around the gas giant Etarho. The gas giant's name is unusual in that it is formed of Eta and Rho (and pronounced Eta-Rho), letters from an archaic alphabet of Earth, the Doctor's favourite planet. Further, if you take the letters following Eta and Rho, you get Theta Sigma, the Doctor's nickname at the Academy. Coincidence?

Etarho has only one satellite, a nameless mudball of a planet, unremarkable except that it is the location of a Matrix door apparently discovered by the Valeyard, a point of access into the Matrix of Gallifrey. The planet itself was removed to another location by the Time Lords during the Valeyard's trial on Zenobia, though the Doctor was able to track it down.

Nameless and virtually featureless, it certainly deserves the description of mudball. The pools of mud that cover its surface are dangerous to navigate through, and anyone taking a wrong step will find themselves sucked down to the planet's core. The only sign of life is a plain metal container, five metres by twenty, with one door and one window. Inside is a single table, a chair, a lamp and an advanced access terminal. The Valeyard had claimed that this was where the Doctor's insane final incarnation worked to try to discover the secret of unlimited regenerations, and there are signs that this container may indeed be inhabited by the Doctor. There is a picture of the Stockbridge Second XI of 1898 on the wall, a tea caddy labelled "Theta Sigma" and a broken trouser press.

The sole lifeform on this former moon of Etarho is a bizarre hermit living in the container. He is an eccentric character, rambling incoherently from one topic to another, with none of it making sense, like listening to an uncontrolled stream of consciousness. It is indeed possible that this is a potential final incarnation of the Doctor, as his ramblings frequently reference things from the Doctor's past (and possibly also his future).

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The container on the moon of Etarho is part of a trap set by the Valeyard for the Doctor, and the insane hermit is just another of the Valeyard's disguises. The tea caddy in the metal cabin is a containment device which is only openable by the Doctor. The Valeyard hinted that the Doctor's final incarnation had stolen the forbidden Black Scrolls of Rassilon from the Dark Times in order to discover any mention of the limits on regeneration. Have they been sealed within the tea caddy, along with the results of his own research, and made accessible only by the Doctor?

Well, no. Opening the tea caddy will trigger a particle disseminator which will destroy a significant chunk of the mudball planet, and the Matrix door hidden in the mud is the Valeyard's secret escape route. Of course, this all leaves the question of the truth about the Doctor's future up in the air. Is there a future in which his final incarnation insanely tries to find the secret of unlimited regenerations? And does this somehow result in the creation of the Valeyard? In an uncertain universe with multiple timelines, who knows?

PLANETARY DATA: ETARHO

SIZE: Massive
GRAVITY: High Gravity World
LAND MASS: Gas Giant
ATMOSPHERE: Thick Non-Standard
CLIMATE: N/A
SATELLITES: 1
SENTIENT SPECIES: None
TECHNOLOGY LEVEL: N/A

PLANETARY DATA: ETARHO'S MOON

SIZE: Small
GRAVITY: Earth-like Gravity
LAND MASS: Mostly Land
ATMOSPHERE: Earth Standard
CLIMATE: Temperate
SATELLITES: 0
SENTIENT SPECIES: None
TECHNOLOGY LEVEL: N/A

ON THE NATURE OF THE VALEYARD

The origin and nature of the Valeyard is something of a mystery. At the Doctor's trial on Space Station Zenobia (see *The Trial of a Time Lord*), the Master stated that the Valeyard is an amalgamation of the darker sides of the Doctor's nature, somewhere between his twelfth and final incarnation. But what does this actually mean?

According to one source, he was created by the High Council of Gallifrey. A second says that he was created by black ops technology, possibly as a weapon. At the Valeyard's own trial, he gave the following account of his creation.

The Valeyard claimed that he was a foundling, born entirely without family. As a child of twenty or so years, he was found on the moon of Etarho by a group of space scavengers. He was a wordless mute, little more than a savage. At first, his rescuers assumed he was the remnant of a failed colony or the survivor of a shipwreck. But on discovering his Gallifreyan anatomy, they returned him to Gallifrey.

The Time Lords found the Valeyard's biodata to be a perfect match for that of the Doctor and sent him to a Shadow House. The Shadow Houses are the hidden and forgotten black nurseries of Gallifrey, where Rassilon's mistakes were sent. Time Lords who have regenerated into Time Tots; those who have only half regenerated; those whose bodies have regenerated but whose brains have not; or those who have regenerated inside out or into unspeakable forms. The Shadow Houses are widely believed to have been shut down millennia ago, if they ever even existed at all. But the Valeyard's account says otherwise.

At the Shadow House, he met a Time Lord whose failed regeneration had condemned him to an existence of eternal paradox, constantly flickering between a version of himself from a possible future and one from a past that no longer exists, all because a future incarnation had unwritten it. Driven insane by his condition, this Time Lord was hard to look at. He was difficult to focus on. He just looked *wrong*. But somehow he recognised the Valeyard.

This mad Time Lord wanted the Valeyard to avenge him and all the other failures consigned to the Shadow House, so the Valeyard made regeneration the focus of his studies. He discovered that there is nothing in theory to prevent a Time Lord from regenerating indefinitely. But something always goes wrong with the thirteenth regeneration. They go mad as the symbiotic nuclei can only be split so many times before they become unstable. Conventional wisdom goes that Rassilon discovered this. But the Valeyard's researches indicated that it was Rassilon himself who created this instability to keep Time Lords in his thrall, so that no Time Lord could ever become immortal and live to be greater than him.

The Valeyard also discovered that he himself was no more than the side effect of somebody's studies into regenerating beyond the thirteenth body. According to him, in the final days of his last regeneration the Doctor will experiment on extending his own life… accidentally creating the Valeyard in the process.

How much of this account should we believe? Was the Valeyard really raised in a Shadow House, when such institutions are believed to have been banned long ago? And if so, was the insane Time Lord the Valeyard met there actually the future and final incarnation of the Doctor, driven mad by the limits that Rassilon had placed on regeneration?

We do know that the Valeyard used this tale as a lure to get the Doctor to go to the moon of Etarho, where he claimed the future Doctor had undertaken his research into extending his own life. That this turned out to be a trap surely indicates that the story was a lie. Doesn't it? Add to this the fact that we now know that the Doctor has safely gone beyond his thirteenth incarnation and surely there can be no doubt.

Except that in a multiverse of infinite timelines, there can be no certainty about the Doctor's future. Perhaps this is indeed the correct account of the Valeyard's origin, but that the Doctor has somehow prevented that future from coming to pass, leaving the Valeyard as an anomaly striving to restore his reality and existence.

FESTIN *(Cortex Fire)*

The planet Festin has an exceptionally strong magnetic field. Light shows similar to the Aurorae Borealis and Australis on Earth routinely stretch far across the globe, snaking swirls of yellow and red and green through the upper atmosphere. The locals have cleverly exploited this phenomenon, and the skies of Festin City are filled with electromagnetically-levitated air-vehicles of all shapes and sizes zipping back and forth along a complicated pattern of air-lanes up into the ionosphere.

The planet is a lot like mid to late 21st Century Earth in terms of its society and technological advancement. The one oddity about the Festins' development is the lack of interest in space travel. They have the technology, and in fact until about a hundred years ago, they sent rockets into space. But the programme stopped, and nowadays, they go no further than the ionosphere.

Biologically, the Festins are very similar to humans except that the Festins each have a small lump at the nape of the neck. These "lode cells" are not implants, as might initially be assumed, but are naturally occurring and are in fact part of every animal on the planet. Lode cells emit a faint signal which links every creature on Festin in a very loose gestalt. It's not that they can read each other's minds, but the lode cells allow them to get a sense of each other and, to a certain extent, it's how they find their way around.

These days, the lode cells also connect every citizen of Festin City to the Cortex, the computer network that runs everything from assigning employment to law enforcement to air-lane planning and much more. Cortex and every piece of equipment connected to it, including the city's robotic enforcers, all speak with the same calm, electronic voice.

But all is not well on Festin. There are outbreaks of violence caused by people who have been dubbed the Nihilists. But rather than being an ideological or terrorist group, the Nihilists are normal citizens who spontaneously burst into flames, transforming into a burning monster and going on a rampage, roaring "Free the Urge!" and zapping electricity everywhere. Many people think that the stories of the Nihilists are just myths or may be disgruntled workers demonstrating against the elite classes. But their cause is a mystery. What little research is being done seems to point to the Nihilist transformation being triggered in people who experience sadness, melancholy or a sense of their own insignificance.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

There are a number of possible candidates for the cause of the Nihilist outbreaks on Festin. Perhaps the most obvious is Cortex. A computer that has a neurological link to every person in Festin City has to be the prime suspect. But this is incorrect. Another potential suspect is that perhaps the planet's strong magnetic field is mutating the people. But again, this is incorrect. The true cause is an entity so nebulous that it can only be described as an "urge" (*see V127*) within the Festin subconsciousness…

NIHILIST

AWARENESS	3	PRESENCE	4
COORDINATION	2	RESOLVE	4
INGENUITY	1	STRENGTH	5

SKILLS
Athletics 2, Fighting 3, Marksman 2

TRAITS
Alien
Alien Appearance
Armour (5 points)
Environmental (Minor) - Heat
Fear Factor 1
Natural Weapon (Minor) – Burning Touch: Strength +2 damage
Natural Weapon (Major) – Electric Blast: 5(2/5/7) damage
Weakness (Major) – Water or cold cause the Nihilist at least 2 points of damage per Round of exposure (more depending on circumstances), and attacks using them ignore the Nihilist's Armour

TECH LEVEL: 5
STORY POINTS: 2-4

FESTIN RACE PACKAGE
Cost: 2 points
Traits: Networked (Minor) (+1), Sense of Direction (+1)

PLANETARY DATA

SIZE: Medium
GRAVITY: Earth-like Gravity
LAND MASS: Earth-like
ATMOSPHERE: Earth Standard
CLIMATE: Temperate
SATELLITES: 2
SENTIENT SPECIES: Festins
TECHNOLOGY LEVEL: 5

FORD'S THEATRE, 1865 *(Assassin in the Limelight)*

Ford's Theatre in Washington is famous as being the site of the assassination of President Abraham Lincoln by John Wilkes Booth on the evening of April 14th, 1865. The building had originally been constructed as a Baptist church in 1833, but was purchased by John T. Ford in 1861 and renovated as a theatre, which opened under the name of Ford's Athenaeum. It was rebuilt in 1862 following a fire, becoming Ford's Theatre. In 1865, Ford still manages the theatre, but he often leaves it in the care of his younger brother Henry Clay Ford while he goes away on business. Henry is the theatre's treasurer, but he has a weak personality and can easily be influenced by others.

On April 14th, 1865 – five days after the surrender of General Lee – President Lincoln and his wife attended a performance of *Our American Cousin* at Ford's Theatre. Part way through the play, John Wilkes Booth was able to make his way into the President's box and shoot him in the head with a derringer. Lincoln died at 7.22 the following morning without recovering consciousness, while Booth escaped from the theatre and Washington, eventually being cornered in a barn in Virginia and shot through the neck.

At the time of the assassination, Booth was a famous stage actor and a member of a prominent theatrical family from Maryland. He was also an outspoken supporter of the Confederate cause. The assassination of Lincoln was part of a wider plot to kill not only the President, but also Vice President Andrew Johnson and Secretary of State William H. Seward. Only Booth was successful in his part of the plan. On stage, Booth was renowned for the physical action he brought to his performances. Off stage, he had a dangerously unpredictable temperament, often flourishing his Bowie knife when angered.

Clearly, the death of Abraham Lincoln at Ford's Theatre is a pivotal moment in the history of both the United States and the world. It is a fixed point in time, and any attempt to interfere with it could damage the timelines irreparably.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

When the Doctor and Evelyn (*see A6*) find themselves at Ford's Theatre at this fateful time, they are surprised to hear that Oscar Wilde has taken up residence in one of the theatre's dressing rooms and is auditioning for roles in *The Importance of Being Earnest* – particularly surprising as Wilde is only ten at the time and his most famous play will not be written for another thirty years! They are dumbfounded to discover that "Wilde" is actually their old time-travelling adversary Dr Robert Knox (*see V24*), now trying to profit from the future works of others. And they are downright shocked when would-be presidential assassin John Wilkes Booth dies of poisoning from a drink offered by Knox during an audition.

If Booth is dead, who will assassinate Abraham Lincoln? If Lincoln survives his visit to Ford's Theatre, what are the implications for the future history of Earth? And what does Knox hope to gain from all this, apart from the relatively small change he is being paid for Wilde's play?

JOHN WILKES BOOTH

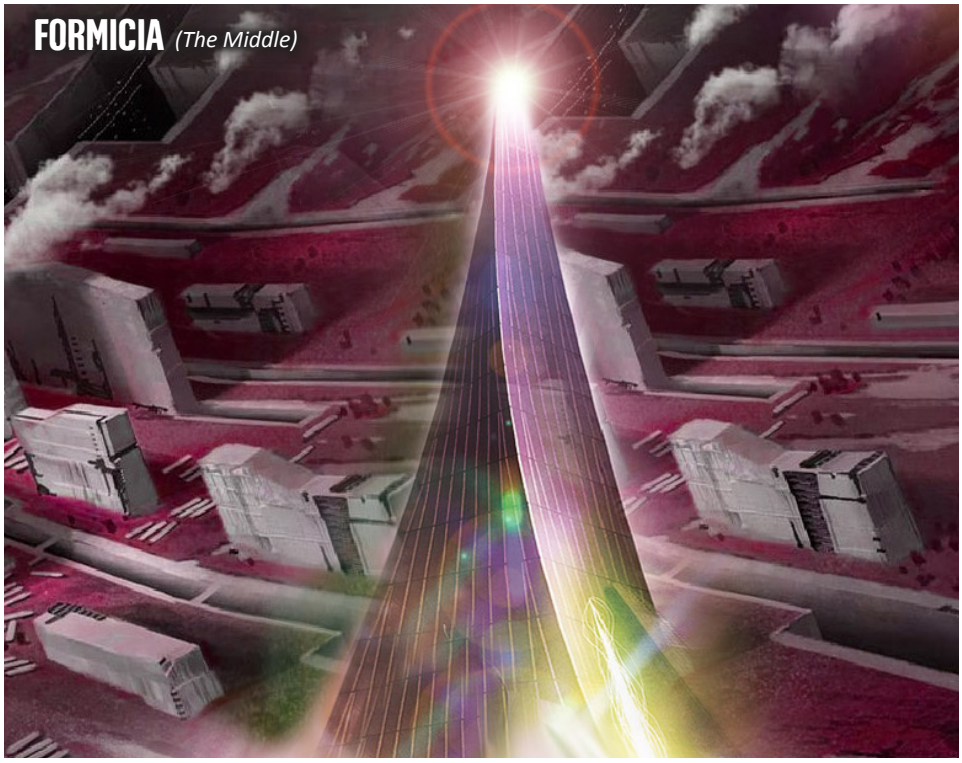
AWARENESS	3	PRESENCE	3
COORDINATION	4	RESOLVE	4
INGENUITY	3	STRENGTH	3

SKILLS
Athletics 3, Convince 2, Craft (Acting) 3, Fighting 3, Marksman 3, Subterfuge 2, Survival 1

TRAITS
Fame (Minor)
Impulsive
Menacing
Quick Reflexes

EQUIPMENT
Bowie Knife: Strength +2 damage
Derringer: 2(1/2/3) damage

TECH LEVEL: 4
STORY POINTS: 6



FORMICIA *(The Middle)*

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Being consigned to the End is not as final as its name implies. Those consigned to the End are installed into a secure casket in the Birthday Room in the Middle. A computer counts down to zero, at which point they are again teleported, recovering to find themselves in the Suit Dock at the End, already in the process of being fitted into a powered suit of robotic exo-armour (*see G5*). Here, all the other senior citizens from Formicia are training for war against the Kronvos, a belligerent race of armoured minotaurs who invaded the surface world generations ago. The exo-armour is powered by memories, and as the oldest have the most experiences to draw on, they are the most suited to control the suits. As each unit is trained, they are sent off to fight the Kronvos. None ever return.

At first glance, the city of Formicia appears to be a fairly normal Earth colony. It is busy and technologically quite advanced. But there are a couple of odd things to see when you start to look around. Firstly, and most obviously, up above the clouds is the roof of a limestone cavern. The whole of Formicia is underground with no apparent exits, but is in a cave large enough to have its own weather system. Secondly, and this may not be immediately obvious, is that of all the people in the streets and shops and clubs, there is nobody above the age of thirty-five. In fact, any visitor appearing to be over thirty-five will very quickly attract attention and be told that they are illegal.

Formician society is unique among human colonies. The young get to have fun. They don't need to work or earn a living or have any responsibilities. All that is left to their elders, and most just party hard. But on their thirty-fifth birthday, they are no longer a Beginner. They are sent to the Middle, a glass tower in the centre of Formicia which acts as the centre of government. There, they are put to work doing all the jobs that keep Formicia going. It's boring, but that's life. Those in the Middle never leave the tower and never see their children again. Once a year, on their birthday, they can send one recorded message, but that's the only contact they're allowed. They will continue working in the Middle until their sixtieth birthday, when they are consigned to the End.

The ultimate authority in Formicia is the Middleman (*see V69*), an oily executive who works in the tower and monitors the city. He polices Formicia with robotic drones in the shape of flying discs. The drones can scan a person to determine their age and teleport anyone they find to be old enough to be in the Middle or even directly to the End. If anyone evades the drones, the Middleman can send a much more dangerous creature after them: an invisible, snorting beast called a Kronvos!

The real truth behind Formicia is that it is one of forty research spheres buried in the crust of an old Earth colony now owned by a corporation. In a universe with an expanding population, sooner or later every civilisation comes to the same crunch: more and more people sharing ever-fewer resources brings about total societal collapse. Which is where the corporation comes in. Create the right conditions and you can remake society any way you want. Democratic, autocratic, oligarchic, gerontocratic. The possibilities are endless. In the case of Formicia, the experiment is to create a totally expendable but totally willing warrior class.

The Kronvos are just solid-state holograms used to cull the population. It's all totally unethical of course. And if the experiment is ruined – for example, if the Formicians are told the truth – the corporation will burn out the whole of Formicia with chemical weapons, dissolving it and leaving the whole test sphere empty for a new population to be brought in. It's a no-win situation. Or is it?

KRONVOS

Attributes: Awareness 2, Coordination 2, Ingenuity 1, Presence 4, Resolve 4, Strength 5
Skills: Athletics 4, Fighting 4, Marksman 3
Traits: Armour (5 points), By the Program, Invisible (Only in Formicia itself), Robot
Equipment: Laser Bayonet – 5(2/5/7) damage, Armour Piercing – ignores the first 5 points of Armour
Story Points: 0

FORTUNE *(A Town Called Fortune)*

Fortune is a fairly typical Wild West town. It has a general store, church, school, jailhouse and saloon bar. It even has its own newspaper, the *Daily Fortune*, and a railroad station which very occasionally delivers visitors from the next stop along the line, Foundation (a one-horse town with a water tower and little else).

The town's Sheriff is one Samuel P. Hayes. Nine years ago, the *Daily Fortune* billed Sam as "the West's Premier Lawman", responsible for bringing outlaw after outlaw to justice. But those are distant memories. Nowadays, to his eternal shame, the sheriff is a lackey of the town's crooked mayor, Thaddeus Sullivan.

Mayor Sullivan is a large man habitually dressed all in black except for a silver-sequined waistcoat. He carries a pair of pearl-handled revolvers in his holsters. He also carries the scent of expensive cologne and an oily air of vindictiveness with him. Sullivan owns Fortune and all the land around it. He's a wealthy man who owes it all to his claim on a gold mine just outside of town. After the drought of a decade ago, he was able to buy out all the ranchers and put them to work at the mine, where they are treated as little more than slaves.

Sullivan's mine is located in a dry dustbowl of a valley. A shanty town of tin-roofed wooden shacks dot the valley floor, criss-crossed with a network of narrow makeshift railroad tracks. There are four separate entrances into the mine set in the wall of the valley, each with two sets of tracks in and out. One entrance is clearly disused, but around the other three there are always a hundred or so exhausted and filthy men working. They aren't chained, but they are under the watchful eyes of a dozen men armed with rifles.

When the Doctor and Evelyn (*see A6*) arrived in town, they met young Rachel Ann Donovan on the train. She calmly told them that she had come to find the man who had killed her father ten years before. William Donovan had left his family in the city to come and find his fortune as a gold prospector. A letter from Mayor Sullivan had informed them of his death a few months later.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

It's probably obvious that Mayor Sullivan stole William Donovan's claim. But proving it and getting the Sheriff to act is another matter. Donovan registered his claim on the land without telling anyone, not even writing to his family. When he died a few days later, the Mayor registered his own claim under a different town name and then changed the name of his town to match: Fortune. By doing so, his crime has been undiscovered for a decade, but Donovan's prior claim is still valid.

However, Sullivan was not William Donovan's murderer. Donovan was accidentally killed in a fight with Sheriff Sam over the saloon-owner, Maisie, and Sullivan has been blackmailing Sam ever since.

MAYOR SULLIVAN

AWARENESS	3	PRESENCE	4
COORDINATION	3	RESOLVE	3
INGENUITY	3	STRENGTH	4

SKILLS
Athletics 2, Convince 3, Fighting 2, Marksman 3, Survival 2

TRAITS
Authority (Minor) – Mayor and owner of Fortune
Dark Secret (Major) – Falsified land claim
Distinctive
Menacing
Selfish
Wealthy (Minor)

EQUIPMENT
Six-Shooters: 5(2/5/7) damage

TECH LEVEL: 4
STORY POINTS: 6

GALACTIC ADVENTURE *(The Nightmare Fair)*

In 1986, Galactic Adventure (formerly Space Mountain) is the latest ride at the Blackpool funfair. It towers into the sky in the shape of an almost life-size rocket, its name emblazoned across the hull, which is the front for the body of the ride behind. Giant tail-fins stretch thirty feet up, then the sleek needle shape carries on another hundred feet above that. A metal ramp leads up to the ticket booth by the entrance hatch.

Inside, the waiting area is a platform alongside a tube tunnel with two sets of circular doors blocking off the rest of the line at each end. When it departs, the ride trundles slowly up a steep gradient, giving its thirty or so passengers plenty of time to observe the winking ceiling lights depicting the heavens. When the stars come to an end, all that lies ahead is in the blackest Stygian gloom as the cars give a stomach-wrenching lurch and hurtle downwards into a darkness that is absolute. After several minutes of twisting and turning at breakneck speed, the cars slow down in time to pull back into the platform.

Galactic Adventure is part of the latest plan of none other than the Celestial Toymaker. Prospective opponents for his games are separated from the rest of the train and diverted from the usual track. When the car they are in comes to a stop in a maze of seemingly miles of brick tunnels, there is a welcoming committee waiting for them. Sometimes they find themselves in an unused area of the ride which is decked out as the "Broken Neck Gap" mine, complete with half-size robotic miners. The Toymaker can operate these to monitor his guests through the miners' camera eyes or even animate them to act against intruders.

The welcoming committee waiting when the car stops is just a couple of grim guards armed with snub-nosed semi-automatic rifles. They are here to escort their unwilling visitors to the Toymaker's inner sanctum in the heart of the maze, where they can pit their wits against their host in his latest game.

This time, the Toymaker has set up operations all around the world. He has Japanese developers designing a new video arcade game, which is being built in California and prototypes sent to various other sites for testing. In Blackpool, the Toymaker's captives are challenged to beat his high score on the machine delivered here. It is typical of video games of the 1980s, but is a step up from Space Invaders. A single player has to shoot a series of monsters before they reach them, but has limited ammunition and only three lives. Characters playing the game make a series of Awareness + Coordination rolls (a Skill may be substituted if they have a suitable Area of Expertise) starting at Difficulty 12 and increasing by 2 on each subsequent roll. If a roll fails, they lose a life and have to start again. If they win five rolls in a roll, they have beaten the Toymaker! However, if they lose all three lives, or if they stop playing once they have started, the monster steps out of the screen and materialises in the real world!

The monster is a solid hologram controlled by the Toymaker. It is seven feet tall, thick set and heavily built on squat legs. It has a red and green crystalline body, two giant burning red rubies for eyes and no other facial features at all. It kills its prey with an energy discharge at close range, and that's the last they know until they wake in the Toymaker's realm as another of his playthings.

The Toymaker plans to manufacture thousands of these arcade machines, distribute them around the world and enjoy the ensuing chaos as gamers try to beat his high score, not realising the peril they are in.

ARCADE GAME MONSTER

AWARENESS	3	PRESENCE	3
COORDINATION	2	RESOLVE	4
INGENUITY	1	STRENGTH	8

SKILLS
Athletics 2, Fighting 4, Marksman 4

TRAITS
Dependency (Major) – Dependent on the Toymaker's mental control
Immunity – Immune to all physical damage
Natural Weapon (Major) – Energy Discharge: L(4/L/L) damage
Robot

TECH LEVEL: N/A
STORY POINTS: 2

The Generios System in the West Galaxy contains seventeen worlds, several of which either are or have been inhabited. It exists at the Vulgar End of Time, a period of the distant future in which everything has been discovered, everything has been experienced and everybody is jaded and blasé. The Doctor considers it to be a boring place and rarely goes there. This might also be because tales of his exploits are the stuff of legend by this time, and there are numerous imposters looking to cash in on his reputation. Imposters such as Banto Zame.

The capital world of the System – and hub of a trading empire - is Generios One, often just referred to as Generios. It is home to an advanced and peaceful civilisation. But despite its wealth and technological advancement, Generios One is ill-equipped to manage when a threat to its security appears, and their main means of defence seems to be the Great Space Dredger, a ship designed to dispose of any space flotsam that drifts into the Generios System.

There are Three Great Treasures of Generios scattered throughout the System: the Shelves of Infinity on Generios Eight; Mentos, an advanced computer system on Generios Fourteen; and the largest diamond in all of time and space on Generios Fifteen.

Generios Eight was once a thriving world with an economy based on the production of furniture. But thousands of years ago, the planet's Board of Directors handed control to the Assembler robots which did the actual assembling. The Assemblers believed themselves to be superior to organic humans and promptly massacred all life. These days, nobody visits Generios Eight as the Assemblers still control the planet and are ready to disassemble anyone who ventures there with their frighteningly large pincers. Their greatest achievement is the Shelves of Infinity (or Unit ZX419, as they classify them), which are believed to be impossible to completely assemble as the parts exist in multiple dimensions and the instructions for putting them together keep getting longer and longer.

Meanwhile, on Generios Fourteen, all life was wiped out in a devastating war around three hundred years ago shortly after Mentos was first activated. Mentos is the computer system behind the quiz show Superbrain. It must answer any question put to it and has never got an answer wrong in the three centuries of its operation. Mentos's real-world interface is in the form of an old man, a hologram image apparently standing on the black box that houses Mentos itself. Its Questioner is in the form of a severe-looking woman, a construct programmed to constantly ask Mentos questions. After Mentos was activated, war broke out between different factions who wanted to use it for their own purposes. The only people with the codes to shut the Questioner down were killed early on in the conflict, and Mentos has been answering questions non-stop ever since. Without the codes, the Questioner will only stop if Mentos ever gets a question wrong.

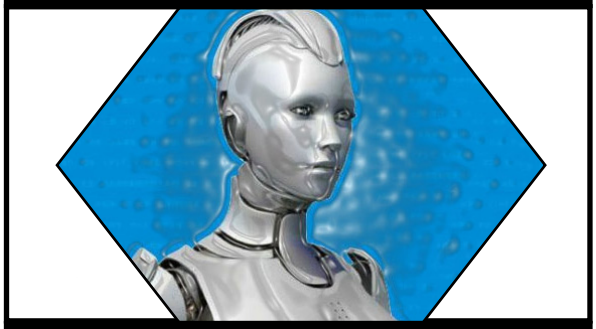
The secret behind Mentos's abilities is that it is actually the portal to a shadow universe populated by a team of electronic research devices capable of travelling anywhere in time and space to find the answers it needs. These devices allow Mentos to answer any question almost instantaneously. The only questions it doesn't know the answer to are: what are the codes to shut the Questioner down; and what does Mentos not know? Mentos and the Questioner now stand alone in the ruined shell of the arena from which Superbrain was being broadcast. Any attempt to interrupt the questioning will be met with a withering put-down by the Questioner, accompanied by a bolt of electricity.

Over on Generios Fifteen, a planet comprised largely of superheated gases, the largest diamond in all of time and space lies seemingly abandoned deep in an underground cave. Although it might not be immediately apparent, the diamond is guarded by a large amoeboid creature, a Spraxis Jelloid. Jelloids being one of the longest lived species in the universe, the diamond's owners had it sign a contract to guard the diamond for fifty million years. At this point, it is thirty million years into the contract and is appallingly lonely. The Jelloid is not an unreasonable creature and can be a pleasant conversationalist. It will even sing its sad song of loneliness to visitors willing to listen to it. The Jelloid will agree to hand over the diamond if the situation warrants it. But it ordered an entertainment system from Bendelos a million and a half years ago and won't risk moving away from its teleport booth even for a few seconds for fear of missing the courier. But only the Jelloid can operate the controls to release the forcefield that protects the diamond, and to do that it would need to move away from the teleport booth. You see its predicament, I'm sure.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

When the Doctor and Mel landed in the Generios System, they witnessed the arrival of a huge Cylinder in space which destroyed the Great Space Dredger sent to intercept it. The Cylinder is a construct of the Sussurats of Chalzon, and has been sent to retrieve the Doctor so that he can be put on trial for his crimes against them. In order to draw the Doctor out, the Cylinder has challenged the people of Generios One to recover the Three Great Treasures of Generios, secretly knowing that only the Doctor can achieve this difficult quest.

THE QUESTIONER



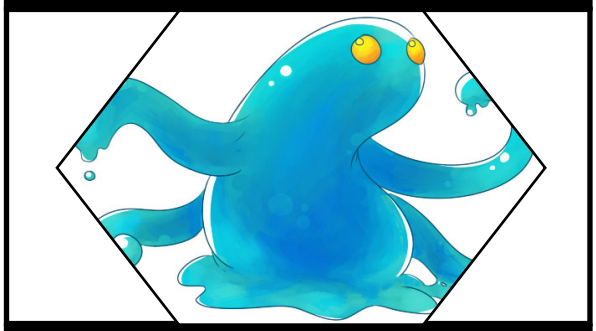
AWARENESS	2	PRESENCE	5
COORDINATION	4	RESOLVE	5
INGENUITY	4	STRENGTH	2

SKILLS
Convince 3 (AoE: Sarcasm), Marksman 4

TRAITS
Armour (5 points)
By the Program
Natural Weapon (Major) – Electrical Blast: 5(2/5/7) damage
Robot
Voice of Authority

TECH LEVEL: 8
STORY POINTS: 2

JELLOID



AWARENESS	3	PRESENCE	3
COORDINATION	2	RESOLVE	5
INGENUITY	2	STRENGTH	8

SKILLS
Athletics 1, Craft (Singing) 2, Fighting 4, Technology 2

TRAITS
Alien
Alien Appearance
Natural Weapon (Special) – Engulf: A Good or Fantastic attack roll means the Jelloid has engulfed an opponent, who will then automatically take 1 point of damage per Round from its digestive juices
Size – Huge (Minor)
Slow (Minor)
Tough

TECH LEVEL: 6
STORY POINTS: 4

MENTOS

Mentos can answer any question put to it with 100% accuracy. It is therefore far too powerful an artefact to fall into the hands of the players and the GM should be very wary of this happening! Mentos is primarily intended to be a McGuffin or plot device, and should not be something that any group of time travellers should be allowed to acquire on a permanent basis.

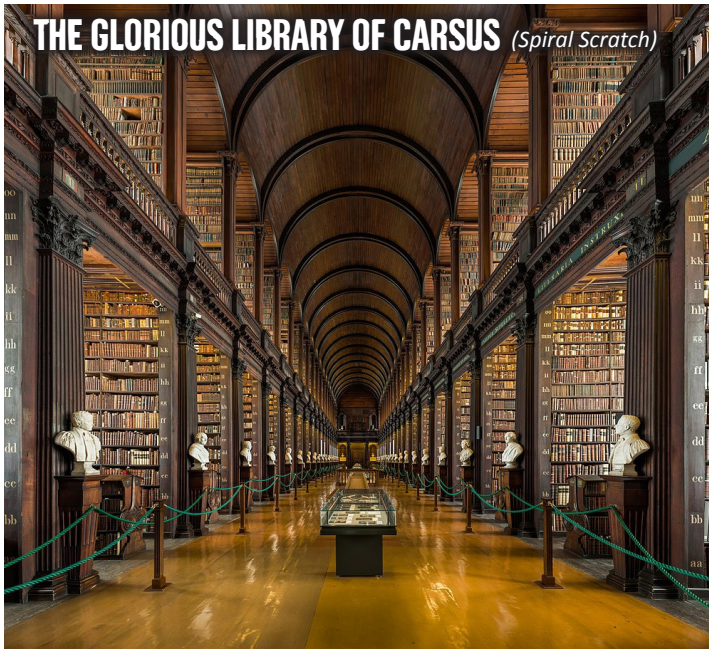
ASSEMBLER

AWARENESS	3	PRESENCE	2
COORDINATION	3	RESOLVE	4
INGENUITY	2	STRENGTH	4

SKILLS
Convince 1, Craft (Assemble) 5, Fighting 4, Technology 3

TRAITS
Armour (5 points)
By the Book
Fear Factor 1
Natural Weapon (Minor) – Pincers: Strength +2 damage
Robot

TECH LEVEL: 5
STORY POINTS: 2-4



THE GLORIOUS LIBRARY OF CARSUS *(Spiral Scratch)*

No one knows exactly who built the Glorious Library of Carsus. The Time Lords tend to think they did, but they don't know when, and in any case it's exactly the kind of amazing place that they like to take the credit for. The Library was built millennia ago and, in theory, was designed to hold a copy of every book ever published anywhere, like an intergalactic Bodleian.

The Library was constructed on the planet Carsus, a hot and humid world in an area of space legendary for space-time anomalies. Apart from Carsus itself, the system contains Minerva and Schyllus. As you get closer to the edge of the system, there's Tessus, Lakertya, Molinda, Narrah and, at the fringes, the lifeless gas planets of Hollus and Garrett. Apart from the gas giants, all are inhabited, mainly by human-like races with minor variations. Though the Narrahans are covered in thick matted fur.

The entire system is a hotspot of chronon energy. Both Schyllus and Minerva are known to have been affected by temporal waves at least once in the last trillion years or so, and there are reports of strange matter fragments, chronic threads and even a rumoured supernova in the distant past that didn't result in a black hole but just vanished off the cosmic map. Carsus lies at the dead centre of the system, insofar as anything can be dead centre of anywhere. The planet is a natural one, so far as is known, but it is equidistant from everything else in its solar system.

The Library building itself is identical in size and shape to the Pentagon. It has been designed so that nowhere is more than seven minutes' walk from everywhere else in the building. Outside of the Carsus system, Earth, Halos III and IV, and Utopianaare are the only planets to have identical buildings. But within the system, there are examples on Tessus, Minerva, Narrah and Garrett, as well as Carsus.

The corridors of the Library are wood panelled and floored, and illuminated by small motion-sensitive halogen lights. Behind the doors that line the corridors are more corridors flanked by rows upon rows, shelves upon shelves, of books. Books of all shapes and sizes. Hardcovers, paperbacks and leatherbounds all together.

The Head Librarian is the Doctor's old friend Professor Rummas (*see A68*). His office is a perfect square, but with an indented roundel forming the majority of the floor and an identical indentation on the ceiling. The walls are lined with shelves, but instead of books there are files and spiral-bound memo pads. Every so often, a PC screen or a palm-held device is scattered around. And in the dead centre of the floor is a beautiful mahogany desk, inlaid with green velvet, and a small brass lamp with a green hood.

Professor Rummas is assisted in his duties by two Custodians, Mr Woltas and Mr Huu. Woltas is the taller of the pair, a thin-faced man with a slightly coppery hue to his skin; while Huu is shorter and fatter. Both are fastidious in their duties and perhaps a little too serious, making them appear aloof.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

At the exact centre of the Glorious Library of Carsus, which is at the exact centre of the Carsus system with its history of temporal anomalies, is Professor Rummas's greatest secret: the Spiral Chamber (*see G16*). This is an ancient Gallifreyan device which Rummas has somehow spirited away from under the noses of the Time Lords and installed here. The Spiral Chamber is a staggeringly dangerous machine which looks into the heart of the Spiral in the nexus of the Vortex. Rummas intends only to use it for research into the legendary Lampreys (*see V56*) that live there, but his activities risk destroying the entirety of the multiverse.

MR WOLTAS & MR HUU

Attributes: Awareness 3, Coordination 3, Ingenuity 4, Presence 2, Resolve 3, Strength 3
Skills: Convince 1, Knowledge 4, Science 1, Technology 3
Traits: By the Book, Distinctive, Technically Adept
Tech Level: 8
Story Points: 2

PLANETARY DATA

SIZE: Medium
GRAVITY: Earth-like Gravity
LAND MASS: Mostly Land
ATMOSPHERE: Earth Standard
CLIMATE: Hot
SATELLITES: 0
SENTIENT SPECIES: Carsans
TECHNOLOGY LEVEL: 8

THE GOGGLEBOX *(The Reaping)*

Thousands of years in the future, deep inside the Moon, a giant museum all about Earth and its history has been constructed. The Gogglebox is one of mankind's greatest achievements. It contains every single media file about the Earth: news broadcasts, films, TV shows, audio recordings and much more, recovered from just about every medium that has ever been developed. Visitors can access these to view virtually every recorded media event from the human race's history. The viewing booths are small rooms, empty apart from a single chair, with an interactive AI guide in the form of a calm, soothing voice to help visitors search for whatever recording they want from the Gogglebox's vast archives.

When the 5th Doctor visited the Gogglebox, it was early in its life. On that occasion, he was assisted by Alan Fitzgerald, a history student with a strong West Midlands accent who was working here during the holidays. While studying Earth's history, Alan had noticed just how often the Doctor pops up, particularly at times of crisis. As a result, he had become a big fan of the Doctor and was very enthusiastic when he met him, wanting to interview the Doctor about his life and his involvement in historical events. However, when the Doctor offered him the chance to travel in the TARDIS, Alan declined, citing his studies.

When the 6th Doctor visits the Gogglebox, it is a couple of thousand years later. Earth has undergone one of its occasional evacuations, probably because of solar flares or a similar cosmic catastrophe. It is still a very popular destination, though most of the visitors to the Gogglebox are now aliens rather than humans. The Gogglebox is now staffed by one hundred and eight clones of the original Alan Fitzgerald. Each clone is referred to by its number: "Alan 1", "Alan 2", and so on.

In place of the overenthusiastic puppy that the 5th Doctor met, these clones are now the opposite – clearly extremely bored and making no attempts to hide it. Two thousand years in the same job will do that to a person! Their automatic greetings and "happy to help" responses are delivered in a flat, uninterested tone, and the assistance they provide lacks the spark of their predecessor.

ALAN FITZGERALD

AWARENESS	3	PRESENCE	2
COORDINATION	3	RESOLVE	2
INGENUITY	3	STRENGTH	3

SKILLS
Convince 1, Knowledge 4 (AoE: Earth History), Technology 3, Transport 1

TRAITS
Eccentric (Minor)
Obsession (Major) – The Doctor
Unadventurous (Major)

TECH LEVEL: 7

STORY POINTS: 2

ALAN CLONE

The Alan clones have the same stats as the original Alan Fitzgerald, with the following amendments:

Traits: Remove Obsession and add Clone
The clone's Eccentric trait is now for their air of absolute boredom. The clones are extremely long-lived, but not immortal. Any new clones are created with the memories of their predecessors and are therefore just as bored as the old hands!

When Ashley Chapel (*see V7*) activated the Millennium Codex on 31st December 1999, a triangular slice of London a mile along each side was transformed into a dark reflection of itself and sealed behind an impenetrable forcefield. Chapel had designed the Codex to alter the physical rules within our universe to correspond to those of the universe to come after ours.

Within the Great Kingdom that was once London, history has been warped as well as geography. It has been countless millennia since the Great Kingdom was created by the Three Gods of Past, Present and Future: Yog-Sothoth (otherwise known as the Great Intelligence, a being from the previous universe), Lady Tardis and Saraquazel (*see V102*), a being from the next universe. They had sealed the Kingdom behind the electric-blue waterfall of their tears to keep out the barbarians, and placed the three citadels to rule in their stead. From the gilded edifice of the Tower of Abraxas, the Archimage governs his auriks, while the Hierophant (*see A19*) skulks in the Labyrinth of Thaumaturgy with her thaumaturgs, and the Technomancer (*see A15*) attends to the needs of her cybrids from the grand palace of the Ziggurat of Sciosophy. In the former London, these three landmarks correspond respectively to Canary Wharf, the secret Library of St John the Beheaded and the Millennium Hall, a new landmark designed and built by Ashley Chapel to mark the impending new Millennium.

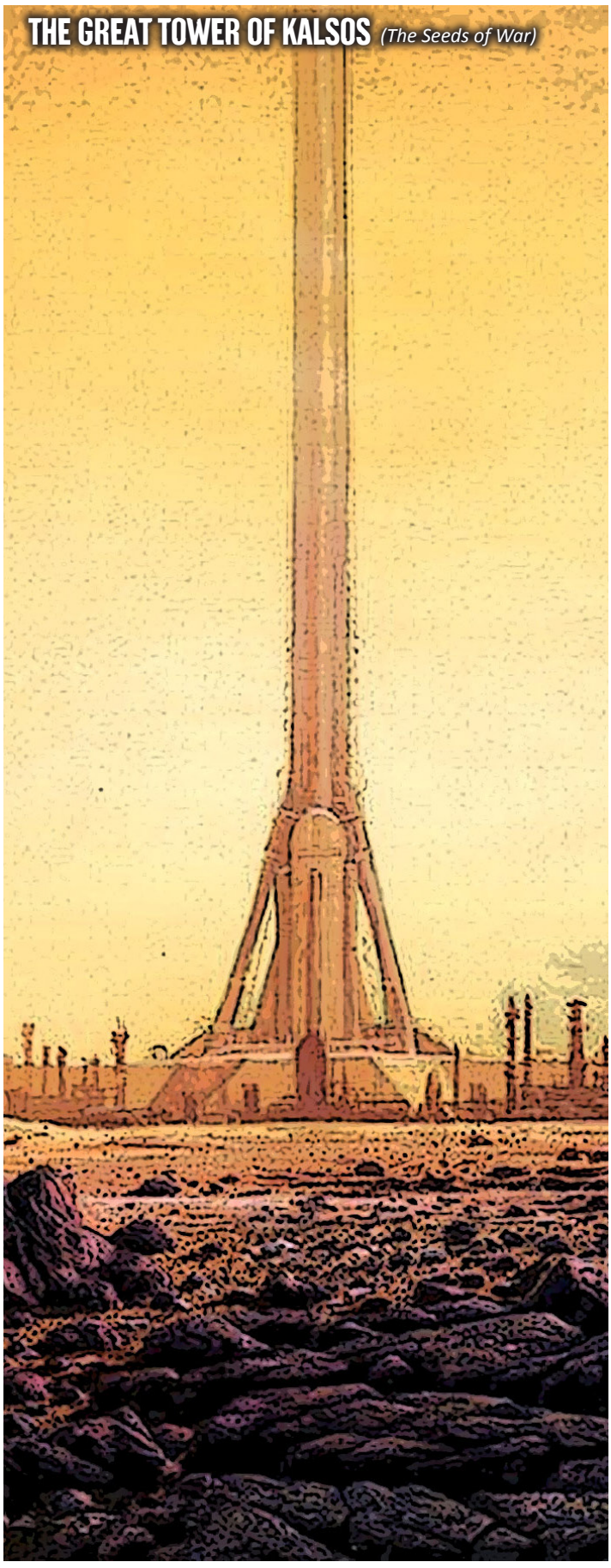
At the geometric centre of the Great Kingdom is the Tabernacle, which shines with a blinding light. It is the home of the Gods. To approach the Tabernacle is the greatest crime in the Kingdom. The last recorded incursion was over ten generations ago, when a warrior aurik led his tribe to confront the Gods. No punishment at earthly hands were necessary, however, since the Gods themselves are more than capable of defending themselves. The foolhardy auriks burnt in supernal fire, a terrifying lesson to would-be heretics.

Rule over the Great Kingdom is divided between three dynasties, each one having their seat of power within one of the citadels. Ashley Chapel has been transformed into Ashmael, Archimage of Abraxas. Anne Travers is now Anastasia, Hierophant of Thaumaturgy. And Melanie Bush has become Melaphyre, the Technomancer of Sciosophy. Under the alien physical laws of this domain, they each wield powers that would seem to be sorcery in our dimension, and are based on the quantum mnemonics of the next universe. The three rulers are bitter rivals and distrusting of each other. They rarely meet, and the balance of power within the Great Kingdom is on a tightrope.

Each of the rulers have their own subjects to serve them, the result of the transformation of those humans caught within the area of effect of the Millennium Codex. Ashmael's warrior auriks are six feet tall with skin resembling golden armour and vicious barbed spikes at each joint, and many are winged. The auriks are not naturally loyal to Ashmael, but are bound to his service by a Treaty. Anastasia's thaumaurgs are thin to the point of emaciation and seven feet tall, with grey skin and bulbous, silver-grey eyes. Melaphyre's cybrids were originally created by Ashley Chapel back in the real London. Their blue-black skin is inlaid with silver and gold designs. Chapel believes that he created them using the lost powers of the ancient Hyperboreans, taught to him by Saraquazel. But they are actually the result of quantum mnemonics, as is everything else within the Great Kingdom.

In the London before the transformation, the Millennium Codex was the secret research project of Ashley Chapel. Chapel had been contacted by Saraquazel, a being from the next universe who was trapped in ours, in a frozen moment of time suspended above the Earth. Saraquazel's ranging consciousness had made contact with Chapel and decided to use him for his own purposes. Using Saraquazel's science of quantum mnemonics, Chapel has designed the Millennium Codex, an incredibly advanced piece of software which, when activated at the turn of the Millennium, will alter the laws of physics of our universe and allow Saraquazel to manifest fully. Chapel believes that Saraquazel will usher in a new age of peace and prosperity. In fact, all that the entity wishes to do is find a way to get back home. But Anne Travers' use of a counter-mnemonic to try to dispel the Great Intelligence once and for all has corrupted its effect, resulting in the Great Kingdom.

THE MILLENNIUM CODEX [Special Gadget]
Traits: Area Effect (Major x3), Convert (Major)
Cost: 8 points



In the late 32nd Century, when the human race has established colonies far beyond the Solar System, the Great Tower of Kalsos is the tallest free-standing structure in the Earth colonies. It is almost two miles wide at ground level, with a summit that reaches to the edge of space. There have been other taller constructions back on Earth, but not without some form of geostationary support, such as in the case of the so-called Great Space Elevator of Sumatra (see *The Second Doctor Expanded Universe Sourcebook*).

The people of Kalsos are renowned engineers, and as well as being a miracle of construction, the Great Tower is a marvel of computer technology. Everything's automated, even the artificial atmosphere on the higher levels. It's all regulated by an enormous A.I. system.

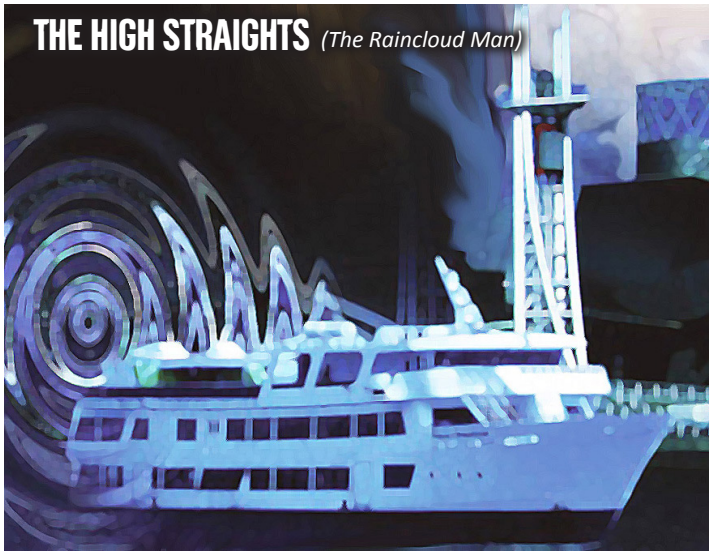
The Earth Grand Administrator has a penthouse suite on the 100th floor (though historical records indicate that it was never actually used). There's a gymnasium on the 200th floor and a revolving restaurant at the summit, which is quite literally a breath-taking venue: it needs its own oxygen supply. The environmental controls are so precise that the maître d' can lace the air around your table with aromatic herbs and spices to complement the food.

The Doctor had two complimentary tickets to the grand opening of the Great Tower and offered to take Mel there. But when they arrived, they were disappointed to find the Tower still under construction. Or so they initially thought. In fact, the TARDIS had arrived eighty years after its completion, and the edifice was being stripped ready for its final demolition.

When it was first built, the Great Tower stood for the pinnacle of scientific achievement. But for the last fifty-two years, Earth has been at war with the forces of an almost unstoppable foe, the mysterious entity known as the Eminence. When Kalsos was overrun by its Infinite Warriors, the Great Tower became its fortress. Now, with the Eminence finally in retreat, the Great Tower is to be demolished as it represents decades of occupation in the minds of the people of Kalsos, and was the last stronghold of the Infinite Warriors.

Four months ago, the Eminence armies began pulling back, withdrawing from the worlds which had been under its occupation. Earth forces have been finding ghost ships full of the bodies of their slave warriors, dead and abandoned. The Infinite Warriors have withdrawn all the way to Kalsos. Earth is treating it as a victory, but the Doctor isn't so sure. It's totally unlike the Eminence to order a withdrawal without good reason. Could it all be a feint before it springs its trap?

Note: *The Eminence and its Infinite Warriors will be covered in detail in one of the Eighth Doctor sourcebooks.*



The High Straights is a luxury boat which operates as a casino. The Doctor and Charley (*see A2*) came across it in Salford Quays in Manchester in 2008. But it is no ordinary boat: *The High Straights* is fitted with a warp drive engine and can hop from one place to another anywhere in the cosmos almost instantaneously. With so many exotic locations to choose from, Salford Quays might seem an odd venue for it. But in 2008, plans for a "super casino" in Manchester were unceremoniously scrapped, and the owner of *The High Straights* saw an opportunity to fill a gap in the market, at least for a night. *The High Straights* always arrives at a new location at night, so it is always open for business. It maintains a very select guest list of the local high-flyers, and entrance to the casino is by invitation only. If you're not on the list, you don't get in!

All the usual games can be played at *The High Straights*: roulette, craps, poker, blackjack and many others. And the wealthy clientele can demand to play just about any game they desire. The Doctor was even able to play Top Trumps! There are no betting limits at this casino, and there is even a special High Stakes table at which more abstract items may be won or lost: your past or future, passions, skills, memories and dreams. At this table, characters may gamble with their Attributes, Skills and Traits as their stakes, and those who lose may gain Bad Traits as well as lose Good ones. As in all casinos, the games are weighted in favour of the House, and *The High Straights* has specialised storage areas for the various items the casino wins from its clients. The boat's security systems mean that these cannot just be given back to their former owners; they can only be won back.

The High Straights is owned by Mr Brooks, a suave and charming businessman. He is seemingly human, but is actually a member of the Tabbalac (*see V118*) who has achieved human form. Brooks is a technical genius, and is the designer of the warp drive and the reality-altering technology that operates the High Stakes table. He uses the casino's winnings to fund his work on trying to find a permanent solution to the Tabbalac problem. To ensure the House wins at his tables, he employs Lish (*see A62*), an alien who generates a field of bad luck. *The High Straights* has a device that normally dampens this field and protects the casino itself. But it allows Lish to break up any winning streaks. Brooks' current plan is to drop Lish onto the Tabbalac homeworld and allow his bad luck field to wreak havoc.

Security on *The High Straights* is provided by a team of cloned bouncers, all large, bald men who look remarkably similar. But the genetic material that is used to create these is now degrading and the latest batch are so dim that they struggle to tell people apart.

Note: The entry on Monte Carlo in *The Fifth Doctor Expanded Universe Sourcebook* includes rules for simulating several casino games, which could equally be used aboard *The High Straights*.

THE HIGH STRAIGHTS
Armour: 4 **Hit Capacity:** 10 **Speed:** 4
Traits: Forcefield (1 level), Teleport, Travel, Vortex (warp drive)
Story Points: 3

MR BROOKS

AWARENESS	4	PRESENCE	4
COORDINATION	3	RESOLVE	4
INGENUITY	5	STRENGTH	4

SKILLS
Convince 4, Craft 2, Fighting 1, Knowledge 3 (AoE: Gaming), Marksman 2, Science 3, Technology 5, Transport 4

TRAITS
Alien
Boffin
Charming
Empathy
Technically Adept
Weakness (Special) – As a Tabbalac, every time Brooks becomes aggressive towards another species, Cyrox spontaneously appear to oppose him

TECH LEVEL: 7
STORY POINTS: 10

CLONED BOUNCER

Attributes: Awareness 2, Coordination 2, Ingenuity 1, Presence 3, Resolve 4, Strength 4
Skills: Athletics 2, Fighting 4, Technology 1, Transport 1
Traits: Clone, Distinctive, Tough
Tech Level: 7
Story Points: 1

It is an ocean world, largely speaking anyway, and the Doctor never even knew its name. But it is rich enough in resources for two corporations with plenty of money to burn to fight a war over it. There are no indigenous, sentient lifeforms and the global warfare was waged mostly at sea, since there isn't much else in the way of a battleground. The naval contingents were supplemented by marine troops, genetically engineered and cybernetically enhanced soldier-crabs with the brains of the native lemur-like primates transplanted into them. Their plastic shells are studded with mechanical and electronic attachments. The crabs are perfectly adapted for amphibious assaults, mine emplacements, demolitions, espionage, sabotage and a host of other operations. They are capable of adaptation and self-modification, and of upgrading to larger accommodation when they outgrow their current shells.

The war resulted in dreadful attrition and spiralling costs for the corporations. Until one day, the investment levels crossed that crucial line where the returns simply aren't big enough, or won't be reaped soon enough, to justify a continued conflict. The parties came to some sort of negotiated truce and pulled out. No longer of any practical use to them, the cybernetic crabs were left behind to fend for themselves.

The island that the Doctor found himself stranded on doesn't have a name. Like the countless other dots of land across this world, the competing corporations only gave it a designation: G12. It is long but not especially wide, covered with fruit-bearing trees and dense undergrowth. The Beach is a stretch of pale ochre sand in one of the ragged gouges in the island's sheer cliffs which is home to a number of the crabs: Scrounger, Dozer, Snapdragon and their fellows. Their genetically enhanced intelligence has raised them a step or two above mere animals, but they are still largely creatures of instinct. They ceaselessly search the wrecks lying on the surrounding seabed, evidence of past battles, for additional bits and pieces with which to enhance themselves. Metal plates, lighting arrays, welders, anything that can be attached to their shells and improve their functionality or chance of survival. The crabs are not aggressive towards strangers. Well, all except the monstrosity known as Meathook, a truly gigantic creature which preys on anything that crosses its path and actively hunts the other, smaller crabs.

Also living on the Beach is Ranger, a human veteran suffering from Post-Traumatic Stress Disorder who deserted in the final days before the corporations evacuated. With the help of the crabs, Ranger now faces a daily struggle for survival on Island G12. Ranger's damaged mind makes it difficult for him to make sense of his fractured memories or communicate coherently.

In the days of the war, the crabs used to be in mental contact with their controlling organism, a coral-like organic computer known as the Memory, which grows in the sea like a reef. The voice of the Memory in their shells has been silent since the corporations left, but the Memory is still out there somewhere, alive and growing. It just no longer has any orders to give. It was designed to absorb the bodies of its human operators into itself, with the intent that it could re-grow those of the most successful as a reward. But that capability remained untested when the war ended.

CYBERNETIC CRAB

Attributes: Awareness 4, Coordination 3, Ingenuity 1, Presence 2, Resolve 3, Strength 1
Skills: Athletics 1, Fighting 4, Survival 5
Traits: Alien, Alien Appearance, Cyborg, Environmental (Minor: Amphibious), Natural Weapon (Minor: Claws – Strength +2), Networked (Major), Size – Tiny (Major), Tough, Weld
Story Points: 1-3
MEATHOOK: For this monster, increase Strength to 5, remove Size – Tiny, replace Tough with Armour (5 points), and add Fear Factor 2.

RANGER

Attributes: Awareness 3, Coordination 3, Ingenuity 2, Presence 2, Resolve 2, Strength 2
Skills: Athletics 2, Fighting 1, Marksman 3, Medicine 1, Subterfuge 3, Survival 4
Traits: Amnesia (Minor), Eccentric (Major)
Story Points: 2

THE MEMORY

Attributes: Awareness 6, Coordination N/A, Ingenuity 3, Presence 3, Resolve 4, Strength N/A
Skills: Convince 4
Traits: Alien, Alien Appearance, Alien Organs (Special), Environmental (Minor: Aquatic), Networked (Major), Size – Huge (Major), Slow (Major: Immobile)
Story Points: 6

PLANETARY DATA

SIZE: Medium
GRAVITY: Earth-like
LAND MASS: Archipeligopolis
ATMOSPHERE: Earth Standard
CLIMATE: Temperate
SATELLITES: 1
SENTIENT SPECIES: Crabs
TECHNOLOGY LEVEL: N/A

THE KETTERING JUNCTION NEXUS *(The End of the Line)*

In the real world, Kettering Junction is a nondescript but busy railway interchange in Northamptonshire. But the TARDIS brought the Doctor and Constance Clarke (*see A4*) to a far more dangerous version of Kettering Junction located somewhere else entirely.

The entire area of the station is filled with a cold, dense fog which reduces visibility to a few metres. A commuter train from the real world has somehow slipped through the dimensions into this one and sits stranded just outside the station. On board, everyone's watch is stuck at ten past six, as though time has stopped. A few lines away, the same train stands abandoned with its windows smashed and blood over the floor. And a few lines beyond that, another train, and another… But surely there aren't that many lines at Kettering Junction? A few minutes ago, there were only twelve. Now, there are fourteen, no fifteen, more as new platforms keep appearing in the station. And out in the fog, the silence is punctuated by an occasional scream. Should the passengers remain on the train or try to make it to the relative bricks-and-mortar safety of the station?

Anyone venturing out will quickly find themselves completely disorientated by the swirling fog. Stragglers or those splitting off on their own will disappear into the fog and vanish, perhaps appearing somewhere else entirely in the shifting topography. Doppelgangers might be encountered, presumably strays from the other trains. Worse, not all of them are still alive, but may be found dead with blood streaming from their eyes and ears.

Meanwhile, more and more platforms and railway lines are appearing, threatening to keep the station itself continually out of reach. As the rate of additions increases, it will become clear that there will soon be too many to fit into the finite space of this pocket dimension…

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

This place is a dimensional interface. The multiple trains and their passengers are arriving from other dimensions, and some of them aren't as safe as ours. There are dimensions which are, if not actually evil, then darker; the people from them are more corrupt. Usually, these dark dimensions are well away from ours and so cause us no trouble. But here, their darkness can spread as a form of normative entropy, corrupting those from the safer dimensions. Anyone infected by the darkness will experience a change in personality and could be driven to commit murder. They may even gain new powers which are common in some of the stranger dark dimensions, powers to kill by thought alone.

This dimensional interface was originally constructed by the Parallel Sect, a mythical race who strode between the dimensions before the Time Lords appeared in the Universe. Recently, the Master has arrived here and plans to use the nexus point to access all of creation. But his opening of the barriers between dimensions is causing normative entropy to seep between them.

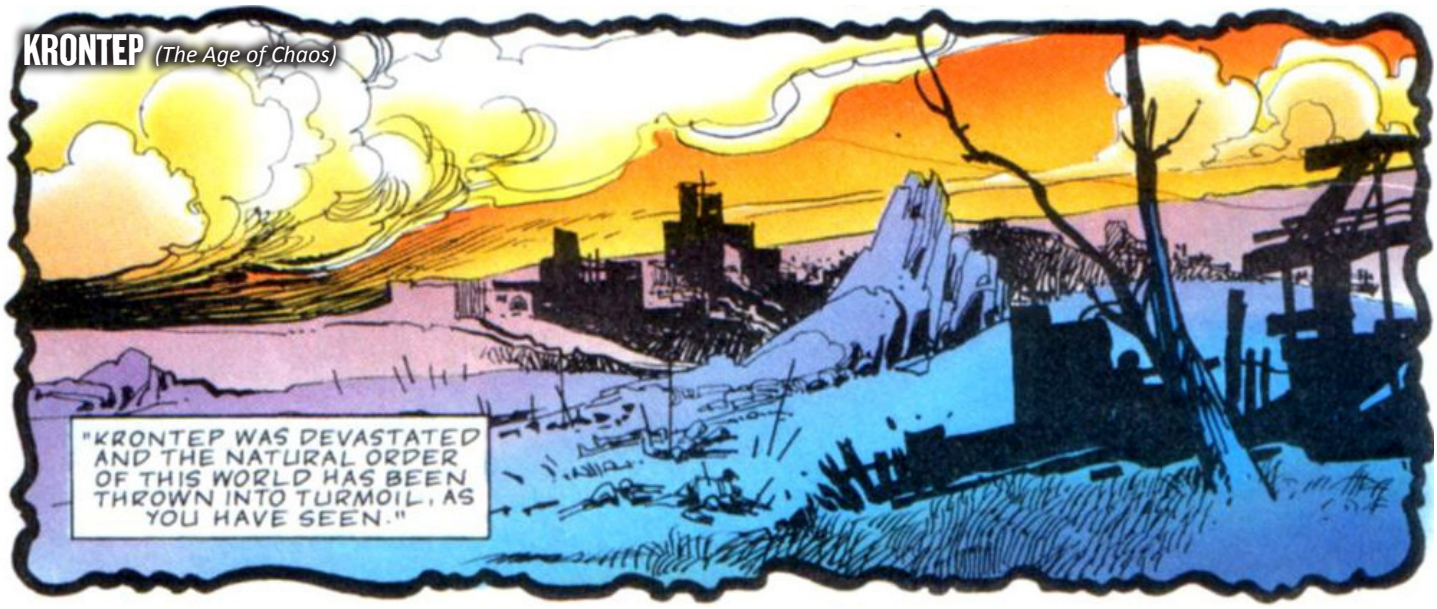
The Master has also acquired a number of "Norms" or "Normans". These are Normal Animates originally grown by the Parallel Sect to maintain the nexus. Norman, the stranded train's "senior customer manager", is one of these Norms, as is the maintenance worker to be found in the station. They are artificial lifeforms, usually shapeless but given identical human appearance by the Master.

The key to controlling this dimensional nexus is the pulsating obelisk on the station concourse. This is a Tech Level 11 device and, like a TARDIS, is bigger on the inside. Anyone wanting to use it to close the barriers will be exposed to the cross-dimensional winds from the breaches. They will also need to get past the officious Norms first and maybe also the Master, who could be controlling a remote avatar disguised as a stranded commuter, or one of his Norms, or perhaps Keith Potter the nerdy train spotter.

But even before the Master found the nexus, the Valeyard had taken up residence here and may return at any time.

NORM

Attributes: Awareness 3, Coordination 3, Ingenuity 2, Presence 2, Resolve 2, Strength 3
Skills: Convince 1, Fighting 1, Science 2, Technology 4
Traits: By the Book, Face in the Crowd, Uncreative (Minor)
Tech Level: 8
Story Points: 1



Note: *The version of Krontep described in this entry is that depicted in* The Age of Chaos*, in which Peri and Yrcanos had children and grandchildren. Another version of Krontep, in which Yrcanos died only seven days after his marriage to Peri, appears in* The Widow's Assassin*. See* The Many Fates of Perpugilliam Brown *in the entry on Peri (see A5) for an explanation of why there are multiple versions of Peri's life.*

The planet Krontep is no longer the peaceful kingdom that King Yrcanos and Queen Perpugilliam of the Brown once ruled over (*see V62*). Following the tragic demise of their son Corynus in a hunting accident, the sudden death of Yrcanos left the throne vacant. Yrcanos' twin grandsons Artios and Euthys would not rule jointly and raised armies to fight for the succession. Krontep was devastated and the natural order of the world has been thrown into turmoil. Queen Perpugilliam could bear it no longer and rode off one night, vowing never to return until the twins were reconciled.

The war raged for many years, despite the attempts of the royal advisor Farlig to mediate. The twins were implacably opposed to any truce or parley. Only after Queen Yrcanthia, their own mother, was killed in the crossfire did the generals of both armies come together at Farlig's instigation and repudiate their warring princes. They were left in the wilderness, bound together with one sword nearby, as is the Krontep custom. Neither has been seen again.

Farlig was appointed Regent until Peri's granddaughter, Princess Actis, the only survivor of the House of Yrcanos, should marry. But Actis is only sixteen, headstrong and not one to rush into marriage. She also feels deep inside that there is something horribly wrong on Krontep. Savage beasts prey on unwary travellers and even attack the citadel. It is as if nature itself has turned against the Krontep, who believe that their god Bionema, Lord of All Creation and Bringer of Victory, has abandoned them.

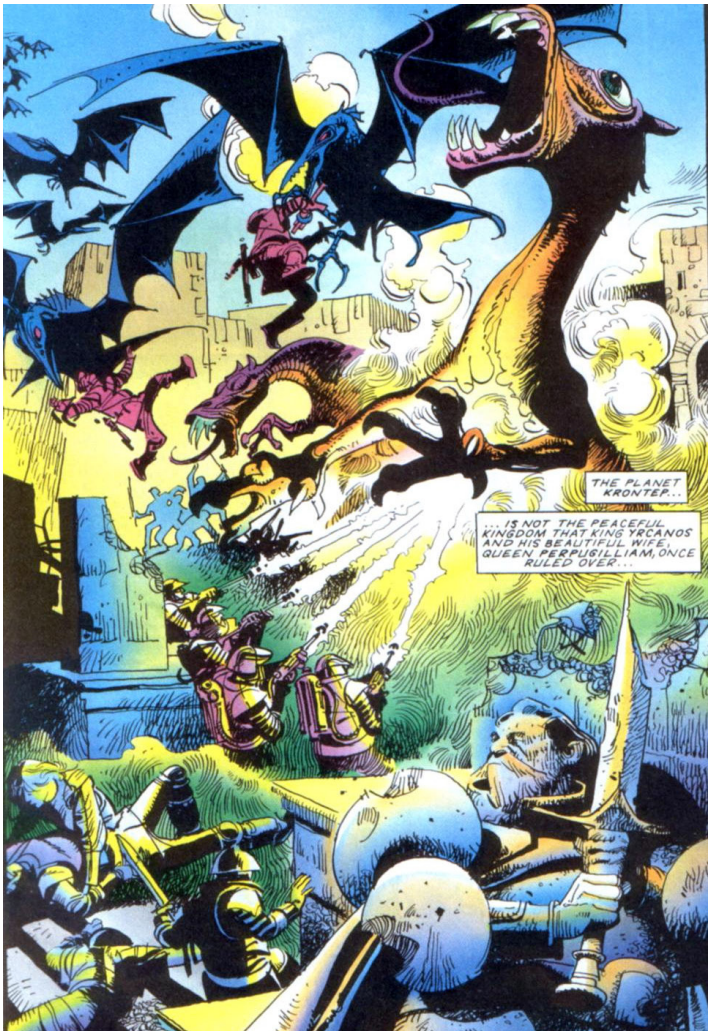
But not even the most savage animals will enter the region of Brachion, and for years now no one has ventured there and returned. The wastelands between the royal castle and Brachion are a mixture of dense jungles, boiling lava rivers, infested swamps, dangerous mountains and barren deserts. Creatures such as reptilian Aarks and packs of Sagladomadus are a constant

threat. At the borders of Brachion, the monsters become larger and more frequent. As each is defeated, it vanishes to be replaced by something even larger and more ferocious.

Bionema, the elemental spirit of Krontep, is a real entity with control over the animals and natural forces on the planet. He has been trapped within a time-web in the heart of Brachion, a prisoner of a mysterious alien threat known as the Nahrung (*see V74*). If a band of brave adventurers can make it past the illusory beasts protecting the borders of Brachion, they may be able to free Bionema and return the creatures of Krontep to their former natures.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Although she has apparently been absent from the royal court for many years now, Peri is still there, disguised as Ranith, another advisor, and helping her granddaughter behind the scenes. Perhaps she will reveal herself if Krontep can be returned to its former peace, particularly if she discovers that her warring sons, Artios and Euthys, are also still alive, their conflict caused by the Nahrung.



PRINCESS ACTIS

AWARENESS	3	PRESENCE	4
COORDINATION	4	RESOLVE	4
INGENUITY	3	STRENGTH	2

SKILLS
Athletics 3 (AoE: Riding), Convince 3, Fighting 2, Knowledge 1, Marksman 2, Subterfuge 3, Survival 1

TRAITS
Attractive
Authority (Major) – Princess
Stubborn – Actis has a +2 to resist coercion or convince attempts

EQUIPMENT
Amulet of Bionema [Traits: Animal Friendship, Lucky. 2 Story Points.]

TECH LEVEL: 6

STORY POINTS: 12

PLANETARY DATA

SIZE: Medium
GRAVITY: Earth-like Gravity
LAND MASS: Mostly Land
ATMOSPHERE: Earth Standard
CLIMATE: Temperate
SATELLITES: 3
SENTIENT SPECIES: Krontep
TECHNOLOGY LEVEL: 6

The Kurgon Wonder is a spectacular phenomenon in the Kurgon system and is widely believed to be a gaseous anomaly floating in space. It is a beautiful sight: a multi-coloured corona surrounding an incandescent centre of absolute stillness. Its light emissions have not varied in intensity at all in the two hundred years since it was discovered. But the Wonder is far more than a gas cloud and is in fact a temporal anomaly. Fortunately, the Kurgons have so far not investigated the Wonder too closely. Though now that they have invited delegates from the Galactic Wonders Commission to examine it at close range, in the hope it will be named one of the Wonders of the Universe and so boost tourism to their system, this is about to change.

Any ship getting too close to the Wonder risks being enveloped by a temporal shock-wave from its enormous particle disruption field. Without proper shielding, everyone and everything on board is likely to be aged by millennia. People will turn to dust and the ship's systems will suffer catastrophic damage. Only races such as Time Lords (or others with both the Feel the Turn of the Universe and Vortex Traits) will be immune to these effects. When the Doctor was caught in the time distortion field while on board the Kurgon ship Edifice, he also encountered monstrous creatures which he realised were super-evolved viruses and bacteria, their development accelerated by millions of years.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The Kurgon Wonder is the result of a battle between the Knights of Velyshaa and a legendary time-beast called the Temperon. The Temperon is a distant cousin of the Chronovores (see *The Third Doctor Sourcebook*) and is known in the myths of the Time Lords: *"The Temperon flows its way through the oceans of time, serene, sublime"*. It is a huge, whale-like creature comprised of temperon particles. It can travel unaided through the Vortex and has the power to manipulate time and alter history.

The Knights of Velyshaa are an imperialist power who, in an alternative timeline, have conquered Gallifrey and enslaved the Time Lords. In our timeline, they attempted to capture the Temperon in order to use its particles to power an experimental time craft. But the Temperon fought back and, at the moment of its death, a catastrophic release of temperon particles froze it and the Knights in a moment of time, thus creating the Kurgon Wonder.

Anyone attempting to free the Temperon from the Kurgon Wonder also risks releasing the Knights. Even if the Knights had succeeded in capturing the Temperon, it would have been a Pyrrhic victory, as the temperon particles they would use for their time ship would also condemn them to a slow, wasting death.

The Knights of Velyshaa will be covered in detail in one of the *Seventh Doctor Expanded Universe Sourcebooks*.

TEMPERON

AWARENESS	5	PRESENCE	4
COORDINATION	4	RESOLVE	8
INGENUITY	4	STRENGTH	10

SKILLS
Fighting 4, Knowledge 6

TRAITS
Alien
Alien Appearance
Environmental (Major)
Flight (Major)
Immortal (Major)
Natural Weapon – Time Distortion: L(4/L/L) damages, ignores Armour or similar
Psychic
Size – Huge (Major)
Special - Master of Time: The Temperon can manipulate time through its will alone by spending Story Points.
Special – Time Phasing (see *The Fourth Doctor Expanded Universe Sourcebook*).
Telepathy
Vortex

TECH LEVEL: N/A
STORY POINTS: 10

LANYON MOOR *(The Spectre of Lanyon Moor)*

Lanyon Moor is an area of wild moorland in the west of Cornwall. It is a little over five miles across, with the village of Tremaine at its edge. The closest sizeable town is Penzance, and Goonhilly Tracking Station is around twenty miles away.

The Moor has evidence of habitation by prehistoric man, with both a Neolithic tumulus and an Iron Age fogou to be found. The two are unconnected, with the tumulus (a small mound on the ridge of the Moor's hill) predating the fogou by two and a half thousand years. Fogous are underground passages unique to the far west of Cornwall. The one on Lanyon Moor is difficult to spot but is a particularly impressive example. The fogou extends back fifty or sixty feet, with low ceilings and a secondary passage leading off at right angles. A tailed figure has been carved into the lintel stone, perhaps representing some sort of protective deity. The purposes of fogous are largely a matter of speculation. According to one theory, they were used for storing grain. Others suggest that they may have acted as defensive stockades or have religious significance.

One local name for the fogou is the Pixies' Hall, and legends of Cornish imps and pixies go back hundreds of years (and in modern times are laid on thick for gullible tourists). But there is much evidence of unusual phenomena on Lanyon Moor. In 1645, the diary of a Royalist who hid in the fogou overnight records that the soldiers who camped nearby were found torn to pieces in the morning. In 1783, Sir Percival Flint (an ancestor of the current owner of much of the moorland, *see V111*) tried to excavate one of the chambered tombs in the tumulus. But on removing the entrance stone, all Hell broke loose with an unholy wind and ghostly shrieks and screams causing his men to flee in abject terror. In the 1840s, a tenant farmer intended to flatten the tumulus in order to plant more crops, but dropped down dead as soon as he started. According to local legend, his entire herd of cattle died within the month and the next tenant's crops failed for the following seven years.

In 1940, Lanyon Moor was occupied by the Royal Navy for use as a radar observation post. They put up huts on the hill, but had to abandon the post after a couple of months. The official reason was that the radar was permanently scrambled, and the experts couldn't get to the bottom of what was causing it. But unofficially, there was a wave of mental illness among the men stationed there. People kept wandering off onto the moors, and one even walked off a cliff. In the end, the Navy moved the base twenty miles up the coast.

In the 1990s, the TARDIS was drawn off-course by phased electrical pulses being emitted by something on the Moor interfering with the ship's navigation circuits. The Doctor was pleased to be reunited with his old friend Brigadier Lethbridge-Stewart, now retired but working for UNIT in an unofficial, undercover capacity. The Brig was helping the Lanyon Moor Archaeological Institute, a small team investigating the fogou and the tumulus. They have recovered a number of artefacts from a cremation site on the Moor: shards of pottery, hairpins, jewellery, remnants of charred wood, bone fragments and a bronze axe head – though the Doctor quickly identified the latter as being a fragment of molectic-bonded dissilum corroded by the extreme cold of deep space. The Brigadier is investigating some of the more recent unusual activity on the Moor, including the mental breakdown of one of the archaeological assistants after an incident up at the fogou.

Most of Lanyon Moor is owned by Sir Archibald Flint, 13th Baronet of Pengriffen. Sir Archibald has funded the Institute's work over the past six months and has given them the use of an old gamekeeper's lodge a mile or so over the Moor from his own manor house.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The strange phenomena on Lanyon Moor are all the result of an alien who has been stranded here for the past 18,000 years. Sancreda (*see V100*) is a member of a species with highly developed psychic powers, but his abandonment on Earth has reduced him to a non-corporeal existence. Although the tumulus and the fogou were both constructed thousands of years after Sancreda's arrival, any interference with them releases enormous amounts of psionic energy, certainly enough to cause horrific apparitions and even to annihilate life and poison the soil.

LEVIATHAN *(Leviathan)*

On one occasion, the TARDIS brought the Doctor and Peri to an apparently sylvan setting of woods and river, beyond which was the small village of Newhaven, consisting of huddled cottages and a church, all dominated by an imposing castle. The trees of the wood are oak, birch, hazel and other native English species, and the village architecture dates this place to sometime in the Middle Ages.

But all is not as peaceful as it initially seems. The peasants of Newhaven live under the oppressive rule of the Baron and his men, the inhabitants of the castle, and live in fear of a creature called the Herne. This demonic figure is styled after Herne the Hunter who, according to Medieval English folklore, chased lost souls through the night to their death. The Herne is a large robed figure riding a stallion which must be twenty hands tall and leading a pack of baying hounds. It is far taller than the average man, with a skull head sporting a set of impressive antlers. It carries a scythe-like axe made of tungsten alloy, a material at odds with the apparent time period. The Herne speaks with a deep, spectral voice which only adds to its unearthly presence. It is clearly not a natural creature. The Herne is a bio-mechanoid constructed from human and animal bones with robotic components and complex circuitry. Similarly, its steed and hounds are robots concealed beneath hide and fur.

In this strange place, everyone knows that all things have their season and that when a villager's time is due, usually in their late teens, he or she will be culled. When this happens, the Herne is sent to hunt the villager down. In Newhaven, this is the Way. Those few who escape the Herne's pursuit join the Pariah, a band of outlaws living wild in the woods and condemned by the Baron to be shown no mercy and killed on sight. The Baron and his men are more anachronisms: although appearing to be human, they are androids, and while they carry what appear superficially to be crossbows, these actually fire bolts of destructive energy.

The entire environment consists only of the woods, the village and the castle, plus a few outlying farms with their fields of livestock. There is nothing beyond, and its limits are bounded by unscalable cliffs. The villagers know nothing of their origins or the Earth or anything else other than the daily drudgery and fear of their existence.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Travellers arriving within this environment by TARDIS will have to work out where they really are. But to anyone arriving by more conventional means, it is obvious that the entre environment is within an immense spaceship. It is a Leviathan-class starship, designed to be large enough to contain an entire ecosystem within it. It is typical of 22nd Century spacecraft in that its propulsion is pre-photon drive and therefore unable to achieve hyperspace speeds. It was intended that Leviathan-class ships' would-be colonists would enjoy a pleasant life in the artificial ecosystem during the generations-long voyage to found new colonies among the stars.

During the 22nd Century, the shadowy criminal group known as the Sentinels of the New Dawn (see *The Third Doctor Expanded Universe Sourcebook*) were being eradicated by the Earth's governments. Hundreds of their members managed to escape the Solar System aboard this Leviathan. While they placed themselves in cryo-sleep, the ship was populated by clones in a Medieval environment in keeping with the Sentinels' aesthetics, all under the command of an artificial intelligence known as Zeron and its android assistants, including the Baron and his men, and the Herne. The adults of the village are also androids. Their role is to raise and monitor the young clones until they reach the age where they begin to resent authority and think for themselves, at which point they are culled. On arrival at their destination, the planet Phlegethon, the clones would act as the Sentinels' slaves.

Fifty lightyears from Phlegethon, the Leviathan was struck by a meteor shower. The ship was disabled and the Sentinels died while still in cryo-sleep. The Leviathan has drifted on, its systems gradually deteriorating. Its clone cargo has continued to live

LEVIATHAN
Armour: 5 (10) **Hit Capacity:** 40 (100) **Speed:** 1 (4*)
Numbers outside brackets represent Leviathan's current condition; numbers in brackets are if it is fully repaired.
Traits: Travel
Story Points: 1
*Add the Pilot's Coordination to this score, then multiply the total by 100 to determine Speed in space

out their lives knowing nothing of the world beyond their small environment. Now, generations later, the Baron still rules over the villagers and in turn takes his orders from Zeron. The villagers are culled to provide nutrients for the next generation of embryonic clones (and originally also for the sleeping Sentinels themselves).

The Zerons were AI computers used in the 22nd Century to control prison ships, so the Sentinels considered one to be ideal to control their captive population of cloned peasants. The Zeron aboard Leviathan manifests as a roaring voice in the main hall of the Baron's castle. It is focussed around the Throne of Zeros in particular, but is otherwise disembodied. The Baron's hall is in fact the former bridge of the Leviathan, now hidden behind Medieval décor, and the Throne is the command chair, now protected by an ornate wood covering. Although Zeron is spread throughout the ship's systems, its core is within the command chair. Although it was formerly all-seeing, Zeron too sustained damage in the meteorite storm and it no longer functions at optimal capacity.

An exit from the environment of the village can be found deep inside the caves within the woods. At the apparent dead-end, a hidden door may be found (requiring a Difficulty 12 Awareness + Ingenuity roll) opening into a maintenance duct, which then leads into the rest of the ship.

Leviathan is now unique. By the time that the prototypes of the Leviathan-class ships were built, FTL travel had been perfected and they were already obsolete.

ZERON

Attributes: Awareness 6, Coordination N/A, Ingenuity 5, Presence 4, Resolve 4, Strength N/A
Skills: Convince 3, Medicine 3, Science 2, Technology 5, Transport 5
Traits: Alien Organs (Special: Zeron is part of the Infrastructure throughout Leviathan), By the Program, Machine, Robot, Slow (Major: Immobile), Weakness (Major: Destroyed if the Command Chair is destroyed)
Tech Level: 6
Story Points: 6

LEVIATHAN ANDROID

Attributes: Awareness 2, Coordination 3, Ingenuity 2, Presence 2, Resolve 4, Strength 6
Skills: Athletics 2, Fighting 3, Marksman 3, Technology 2
Traits: By the Book, Robot, Tough
Equipment: Sword (Strength +2 damage), Laser Crossbow (8(4/8/12) damage), Chainmail (2 points of Armour)
Tech Level: 6
Story Points: 1-2

THE BARON: The Baron has the same stats as his men, except that his Ingenuity and Presence are 4.

THE HERNE

AWARENESS	4	PRESENCE	5
COORDINATION	3	RESOLVE	4
INGENUITY	2	STRENGTH	7

SKILLS
Athletics 5, Fighting 4

TRAITS
Armour (5 points)
Cyborg
Fear Factor 2

EQUIPMENT
Axe: Strength +2 damage

TECH LEVEL: 6

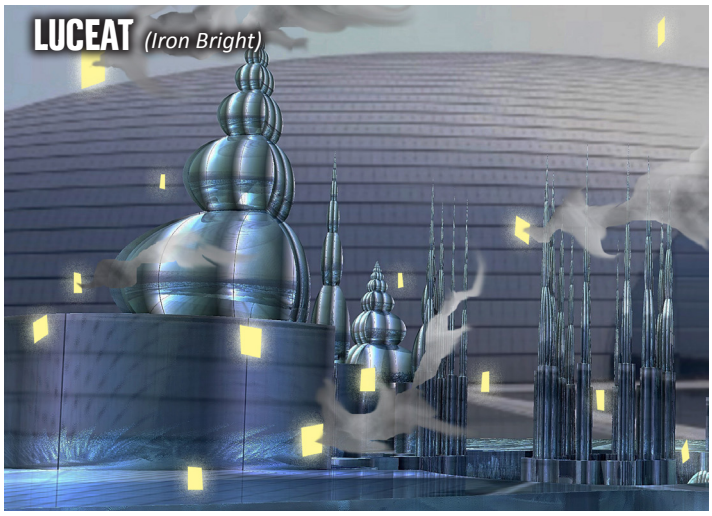
STORY POINTS: 6

HERNE'S STEED

Attributes: Strength 10, Coordination 3, Awareness 2
Skills: Athletics 4, Fighting 2
Traits: Armour (5 points), Fast (Major), Robot, Size – Huge (Minor), Trample (inflicts Strength damage to any creature it runs over)

HERNE'S HOUNDS

Attributes: Strength 4, Coordination 4, Awareness 5
Skills: Athletics 3, Fighting 4
Traits: Keen Senses (Minor: Smell), Machine, Natural Weapons (Minor: Fangs – Strength +2 damage), Robot



Quite where the city of Luceat is in time and space is unknown, but it is a place of tall towers of metal and glass, with bridges suspended between them. Buildings on a gigantic scale, smooth clean lines and shining towers with mountainous summits. The overall feel is somewhere between Ancient Egypt and something out of a fairytale.

Several generations ago, something remarkable happened. Over five hundred "windows" appeared in and around Luceat, some at ground level, others hanging in the air. These windows are shining portals through which another world can be seen, the world of London in the early 19th Century. The portals are like one-way mirrors, in that the people of Luceat can observe what is happening in London, but the people of London cannot see through to Luceat, or even see the portals at all for the most part.

For the people of Luceat, this was all very entertaining, and a whole industry grew up around observing the Londoners going about their funny little lives in their funny little world. Small amusement parks were built around those windows with a particularly interesting vantage point. "Earth-spotting" became a fashionable hobby. Academic studies were undertaken.

But in recent years, the dawn of the Industrial Revolution in Britain has changed things. With more and more chimneys belching out smoke, and bigger and bigger factories producing more and more pollution, something in the airborne toxins has weakened the integrity of the windows. Small fissures have appeared like cracks in glass, and the polluted air of London has begun to seep through to Luceat. As the damage increases and the cracks become larger, it will even become possible for living beings to pass through in either direction.

The first sign that something was wrong was when a tourist visiting one of the windows at a "Little London" fairground attraction began coughing as the poisoned air burned her lungs. Her skin blackened like scorched paper and she quickly died. That tourist was the first of thousands of victims in Luceat. The pollution seems to affect people at different rates, but millions of lives are at risk. Luceat scientists developed Atmos-Spheres, small devices that project a personal atmospheric bubble to protect against the toxins. But they only slow the effect, not stop it.

Many people in Luceat are now disfigured by the pollution seeping through from London, their faces blackened but the scars hidden beneath make-up. London is no longer seen as a funny little place that provides harmless entertainment, but as an alien environment that will eventually kill all in Luceat. Humans are now the enemy whose unthinking actions are causing death and decay. Luceat is preparing for war and the enemy isn't even aware of them.

There is only one factory in Luceat: the Strack (which occupies the same space in Luceat as the Houses of Parliament in London). It looks like a palace made of silver and it used to be a university, a place of learning and research. But it has been converted into a production line for the weapons Luceat intends to use against the polluters. These weapons are called Tributes. A Tribute appears to be a ghostly person wreathed in blue smoke and walking through the air. In 19th-Century London, they might be mistaken for ghosts (and in fact they have given rise to the rumours of the Blue Lady haunting the excavation of the Thames Tunnel). To a modern person, they might be mistaken for holograms. But the Doctor described them as a collection of weaponised sub-particles in humanoid form.

Tributes are able to move through solid matter, but they retain enough substance to enable them to interact with the physical world and pick up objects. They can fly through the air and generate an electrical charge as a weapon. When equipped for combat, Tributes wield e-swords capable of inflicting greater electrical damage. As for their name, they are each a tribute to someone who has died and whose family has paid for a Tribute to be created in their exact image at the moment of death, even down to any injuries. Each Tribute intones "This is for <name of deceased>" as they go about their business.

So far, the number of Tributes produced by the Strack has been limited. But as the intended invasion of London draws closer, this will ramp up until an army of ten thousand is available. The Tributes will then swarm through the windows to destroy London. They are programmed to kick down every chimney, demolish every factory and destroy every furnace. Officially, the rulers of Luceat hope it will be bloodless. But this is unlikely, and to be honest, their hatred of humans is such that they don't really care.

Not all the citizens of Luceat hate mankind or agree with their rulers. There are still some, like Tan, who adore humans and their silly little ways. Tan is an "Earth-spotter" and has taken a particular liking to the household of Marc Brunel, father of Isambard Kingdom Brunel (*see A49*). She is fascinated by the two "boys", running around building things and being important, and also with their maid, Flo. Tan runs from window to window to try to keep up with the latest comings and goings in their lives, as if they were a soap opera on TV. Back in Luceat, Tan works in the Strack. She's in an administrative job as a researcher, but it sometimes enables her to overhear gossip.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Although the rulers of Luceat blame the humans of London for their problems, the root cause is far closer to home. Several generations back, a group of scientists at the Strack were experimenting with transmat technology. But they got their sums wrong and instead of transporting their test device from point A to point B, they managed to combine A and B into one single space. This ripped a hole in the universe. Lots of holes, in fact. The sub-matter explosion tore through two cities, Luceat and its parallel in another dimension, London. Ever since, the windows have been acting as a vent, and now they're sucking in London's pollution, which is lethal to the people of Luceat. But worse, the experimental equipment is still operating, keeping the windows open and pulling more pollution through.

Even if Luceat's rulers were to be made aware of this, would it make a difference? Could they be convinced that mankind is innocent when it keeps on building things which pump out more pollution? Or has their hatred become unreasoning?

TRIBUTE

AWARENESS	3	PRESENCE	2
COORDINATION	4	RESOLVE	4
INGENUITY	2	STRENGTH	2

SKILLS
Athletics 2, Convince 1, Fighting 3, Marksman 3, Subterfuge 2

TRAITS
By the Program
Fast Healing (Special)
Flight (Major)
Immaterial (Special Good) – Can pass through solid matter but is solid enough to interact with the physical world as needed
Natural Weapon (Minor) – Electrical Shock: Strength +2 damage
Robot
Tough

EQUIPMENT
E-Sword: Strength +4 damage

TECH LEVEL: 5

STORY POINTS: 1-2

TAN

AWARENESS	3	PRESENCE	4
COORDINATION	4	RESOLVE	3
INGENUITY	3	STRENGTH	2

SKILLS
Athletics 2, Convince 3, Craft 2, Knowledge 3 (AoE: London), Science 2, Subterfuge 1, Technology 4

TRAITS
Obsession (Minor) – Fascinated with Earth
Weakness (Major) – As an inhabitant of Luceat, Tan must make a Difficulty 12 Resolve + Strength roll per minute of breathing Earth's polluted atmosphere to avoid taking 1(0/1/2) points of damage (in Luceat itself, the more diluted pollution acts over a much longer term)

EQUIPMENT
Atmos-Sphere [Traits: Environmental (Minor); Special – provides a +4 bonus on all rolls to resist the damage of breathing polluted air; Restriction – Fragile. Story Points: 1.]

TECH LEVEL: 5

STORY POINTS: 4

Magnus and its twin Salvak are the sole planets in their system, jointly sharing seven small moons. The former planet is a blue world, the latter is orange, and both are about the same size as Earth. Magnus has a warm and temperate climate, with ice found only at the polar regions. But nobody lives at the poles, and Magnus's many cities are located in the more temperate areas.

Magnus was settled by a colonising unit that travelled from Third Earth in the early years of the fledgling Earth Empire. It must have seemed to be an ideal planet to those first colonists, but they soon found that the adult men among them sickened and died from an unknown virus. By the 24th Century, Magnus is ruled by women, and the virus still makes men blind and kills them before the age of twenty. Only women and aliens survive. The trigger for this "anti-male virus" seems to be sunlight, so a few men are kept safely underground purely for progenitive purposes.

The generations of predominantly female society have made the Magnusians distrusting of men. Their ruler Madame Rana Zandusia, the elected leader of the Seven Sisterhoods of Magnus, actually hates them. Which is unfortunate, as the neighbouring planet Salvak is male dominated, and the two worlds are on the verge of war. The Rana has taken the unusual step of petitioning the High Council of Time Lords for permission to incorporate time travel into their defensive strategy. The Magnusians believe the Salvakians have discovered an antidote to what Zandusia thinks of as Magnus's atmospheric viral defences against male invasion. The Magnusians wish to travel back in time, invade Salvak and abort their laboratory research. However, this plea to Gallifrey is only a ruse to lure a Time Lord to Magnus, and the Rana intends to gain access to their TARDIS by force if necessary.

Magnusian women have limited psychic abilities, and many of them wear a ring of power to channel their minds. Through their rings, they can sting, stun, freeze or kill an opponent. Much of Magnus's technology is based on the amplification of the Magnusians' psychic powers. Zandusia intends that once they have captured their Time Lord, her sisters can gain an understanding of operating the TARDIS by accessing the Time Lord's mind.

Apart from those men kept for breeding purposes, the only other males on Magnus are a group of boys living free of the Rana's rule in the underground caves and tunnels beneath the surface of the planet. This group is led by Vion and has named themselves the Magnii. They live in fear of sunlight, having been warned against it by their matrons. The Magnii have no designs on seizing power from the women and struggle only to avoid the anti-male virus and survive into adulthood.

Note: *Mission to Magnus* poses similar problems for modern day audiences as *The Prison in Space*. See *The Second Doctor Expanded Universe Sourcebook* for some advice on handling the sexism in these stories.

RANA ZANDUSIA

AWARENESS	4	PRESENCE	4
COORDINATION	3	RESOLVE	4
INGENUITY	3	STRENGTH	2

SKILLS
Convince 4, Craft 3, Knowledge 2, Marksman 1, Subterfuge 3, Technology 2

TRAITS
Adversary (Major) – Salvakians
Authority (Major)
Obsession (Major – Hates males
Psychic
Voice of Authority

EQUIPMENT
Ring of Power: a contest of Presence + Convince to inflict S(S/S/S), 1(1/1/2) or L(4/L/L) damage, or to freeze a victim in suspended animation indefinitely

TECH LEVEL: 6
STORY POINTS: 8

PLANETARY DATA

SIZE: Medium
GRAVITY: Earth-like Gravity
LAND MASS: Earth-like
ATMOSPHERE: Earth Standard
CLIMATE: Temperate
SATELLITES: 7 (shared with twin planet Salvak)
SENTIENT SPECIES: Magnusians (human-descendants)
TECHNOLOGY LEVEL: 6

MESON BROADCASTING SERVICE *(Time of Your Life)*

In the Meson system, bathed in the light of the twin suns Meson Alpha and Meson Beta, the space station headquarters of the Meson Broadcasting Service (popularly known as the Network) transmits its TV programming to all six of the system's inhabited planets, from the luxury apartments of Meson Primus to the concrete ruins of Torrok. Everything happens on the MBS station, from writing and recording to editing and transmission. Hundreds of people live there, employed in the production of TV programmes for the MBS's sixteen channels.

The Network wasn't the first TV station to reach the whole of the Meson system. That was the Torrok Television Company (TTC), whose discovery of rich ores of torrodium on Torrok enabled them to build the first super-powerful transmitter. Although TTC won awards for the quality and innovation of its programming, it couldn't compete when MBS set up their satellite in competition. The Network produced trashier shows that the viewing public preferred, and stole TTC's sponsors and advertisers. TTC had collapsed almost overnight.

When it was founded in 2174, the brief of the Meson Broadcasting Service was to advise, amuse and enlighten. Its initial seven channels have now done that for almost seventeen years, creating such hit programmes as *Brain Quiz, Perfect Partners, Private Hospital* and the number one show system-wide, *Jubilee Towers*. More recently, there have been plenty of other exciting new programmes, including *Death-Hunt 3000*, combat to the death filmed aboard the space station inside a dimensionally transcendental Marston Sphere. And with the miracle of VRTV goggles, the audience can be thrust invisibly into the action. According to its own publicity, since deregulation MBS has offered a more stunning array of choice than ever. Wolf Broadcasting run Channel 10 for the Network. For the kids, there is Zounds!, the all-day music channel, while for adults there is the newly acquired Black Sun Station on 12 with its erotic offerings. For the necessities of life, shopping has never been easier with Channel 9, Goodlife.

At its launch, MBS had occupied a nice, small, spherical station. Almost two decades, a number of hostile take-overs of competing broadcasters and a dozen haphazard extensions later, it is hard to see that original neat design through the sprawling mass of tubes, cubes and other, irregular shapes which comprise the Network of 2191. It has grown enormously to accommodate countless miles of corridors and acres of sets and studios. The space station now looks more as if it was bolted together in stages, which essentially it was.

Every seven months of so, the Network space station has to move for it to be able to continue broadcasting to all six planets. But the process has never got any easier. In fact, the reverse is true. The station, originally quite aerodynamically designed, is now an engineering nightmare of counteracting forces and conflicting gravitic pressures. One minor miscalculation and the whole thing might overbalance and perhaps fall screaming into the heart of Meson Alpha.

Whenever such a manoeuvre is needed, billions of bits of information race through the MBS's computer network, coordinating separate processes, retracting solar panels, shutting down non-essential systems, diverting power to engineering, and finally firing solid-state propulsion units at precisely timed intervals until the satellite headquarters begins to lurch ponderously towards its new location. Throughout the process, there are readouts to be monitored, minute adjustments to be made, and small anomalies to be compensated for. The slightest lapse of concentration during the manoeuvre could result in the deaths of hundreds of people. Or worse, cause a break in transmission.

The Meson Broadcasting Service is now looking to expand its operations into other territories. Already it has set up a company on New Earth, three systems away. But the Network didn't count on New Earth being less industrially developed than Meson Primus, and the project is running seriously above budget as their transmission equipment needs to be made compatible with New Earth's television system.

MBS HEADQUARTERS
Armour: 4 **Hit Capacity:** 10 **Speed:** 2
Traits: Scan, Teleport, Transmit, Travel
Story Points: 5

Before the arrival of the Rani (*see V95*), Miasimia Goria was a wild, pre-industrial world, but one at harmony with itself. The indigenous people, identical to humans but of slightly smaller stature, were divided between the Miasimians and the Gorians. The former were the ruling classes and the latter were largely fieldsmen and wanderers. When the Rani appointed herself the ruler of the planet, things were already beginning to change. But she accelerated the process. The Rani introduced technological advancements, and soon Miasimia Goria had rockets and its own space programme. She also introduced the middling classes, industry and greed.

The Rani used Miasimia Goria for her Great Experiment to try to produce a race of gods, but ones which would obey her orders. The Rani planned to increase "universal mental awareness", a form of intellectual awakening using psychic energiser treatment which was forced on the Gorian population. Receptors were implanted in the brains of every townsman and woman which would make them susceptible to the effects of the Ablative (*see G1*), an artificial bacteria which focuses thought and makes its victims receptive to external influence.

But the Rani had miscalculated. At first no one could sleep. Then the riots started. People's minds were crushed, emptied by the Ablative. That was the day Miasimia Goria died and the day the Rani fled, ostensibly to find a remedy, leaving her subjects behind in the devastation.

In the sixteen years since the Rani left, the people of Miasimia Goria have been all but wiped out. The sole success of the Rani's Great Experiment, the intellectual prodigy Raj Kahnu (*see V94*), has established himself as prince of this blighted world, ruling from his "mother's" former Palace, now largely a maze of ruins in which statues of the Rani lie toppled and beheaded. Weak in body, Kahnu has retreated into a suit of clockwork armour resembling a cockroach and endlessly toils on technological developments to try to rescue his world. He has fitted many of the victims of the Ablative into similar armour to form his Cog-roach guards which scuttle here and there on errands for their master.

The North Wing of the Palace is distinctly different to the rest of the complex and does not resemble any other Miasimian architecture. A clue to its nature lies in the fact that it is bigger on the inside. The entire wing is the Rani's spare TARDIS, abandoned here when she fled. Although the Rani disabled its drives before she left, Raj Kahnu has been able to change the access codes, leading to a stalemate if she were ever to try to reclaim it.

Outside the Palace lies the Roof of Trees, a vast plain of stone trees with a thin but reasonably solid canopy which can be walked upon if one is careful. This is a remembrance of the great forest that once covered the land. Beneath the canopy, the trees go down another five hundred spans to form a maze of caves below. Some of the trees are hollowed out and have staircases winding down within them. Down below are the refugees from the Rani's experiments, their minds reduced to nothing. They stand among the stone tree trunks in their hundreds, ragged and emaciated and in an almost vegetative state. They remain still as statues apart from the infrequent occasions when Raj Kahnu's Cog-roaches arrive to feed them. If any of these unfortunates show the slightest sign of recovery from the effects of the Ablative, they are taken back to Kahnu's foundry to be fitted into their own Cog-roach armour.

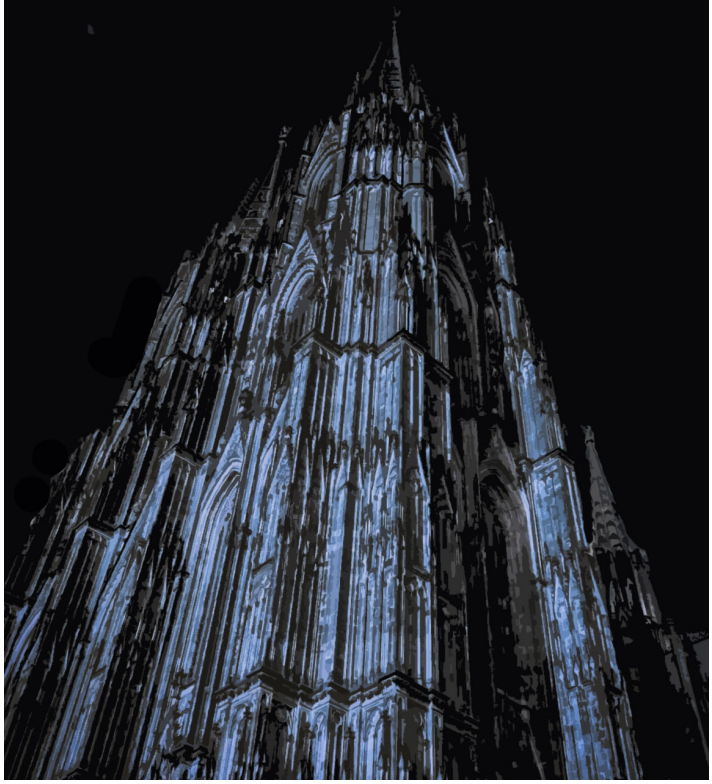
COG-ROACH GUARD

Attributes: Awareness 2, Coordination 3, Ingenuity 1, Presence 1, Resolve 1, Strength 4
Skills: Athletics 2, Fighting 2, Subterfuge 2, Survival 1
Traits: Enslaved
Equipment: Cog-roach Armour [Traits: Additional Limbs (Arms), Armour (5 points), Augment (+2 Strength, included above), Climbing (Major), Environmental (Minor: Hermetically sealed).]
Story Points: 1

PLANETARY DATA

SIZE: Medium
GRAVITY: Earth-like
LAND MASS: Land o'Lakes
ATMOSPHERE: Earth Standard
CLIMATE: Temperate
SATELLITES: 3
SENTIENT SPECIES: Miasimians, Gorians
TECHNOLOGY LEVEL: 4 (formerly 5)

THE MIDNIGHT CATHEDRAL *(The Quantum Archangel)*



A billion years ago, gods walked amongst the stars. They graced countless worlds, influenced cultures, altered societies, changed the course of history. Now the majority have gone, their time over, their existence all but forgotten. But they have left traces.

On the far side of Earth's Moon, one of those primal races, now remembered only as the Constructors of Destiny, created the Midnight Cathedral. They had built their works all across the entire universe, but this is the only one to have survived. One hundred and fifty million years ago, they carved the Cathedral from the ancient rock. It was abandoned soon after and remains a forbidden, sacrosanct place.

The Midnight Cathedral is one of the very wonders of the universe, and the Dusk Nave is but one chamber amongst countless hundreds. Nevertheless, it is a good example of what is to be found within the Cathedral. The Dusk Nave is about one hundred metres high and three hundred across, with a vast, domed and vaulted ceiling of unearthly blue stone, every inch covered in detailed inlay. Angels and devils, fighting and uniting, committing acts of unspeakable atrocity and unbearable good.

The blue pillars of the dome eventually become huge sapphire arches which form a vast birdcage of blue stone and crystal. At the very centre of the chamber, a huge statue reaches from the polished blue marble floor to the very apex of the Nave: crucified through its angel wings, its hands begging for supplication. Yet it bears the face of a devil: horns, cruel slitted eyes and a fanged mouth. And everywhere, there is the fragrance of roses.

The Midnight Cathedral possesses artificial gravity and an osmotic atmospheric barrier. Lack of oxygen is something visitors don't have to worry about. Abandoned for a hundred and fifty million years, and off-limits to the Time Lords and other races who know of it, the Midnight Cathedral provides a useful bolt-hole for an intergalactic fugitive or a headquarters for a mega-villain.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

When the Constructors of Destiny strode across the heavens as gods, they conceived of the greatest of their great works: Bophemeral, a calculating engine that could understand the universe and all its mysteries. The Constructors told their fellow gods what they were trying to accomplish, assuming that the great pantheon would act as one. They were wrong, and war broke out in heaven.

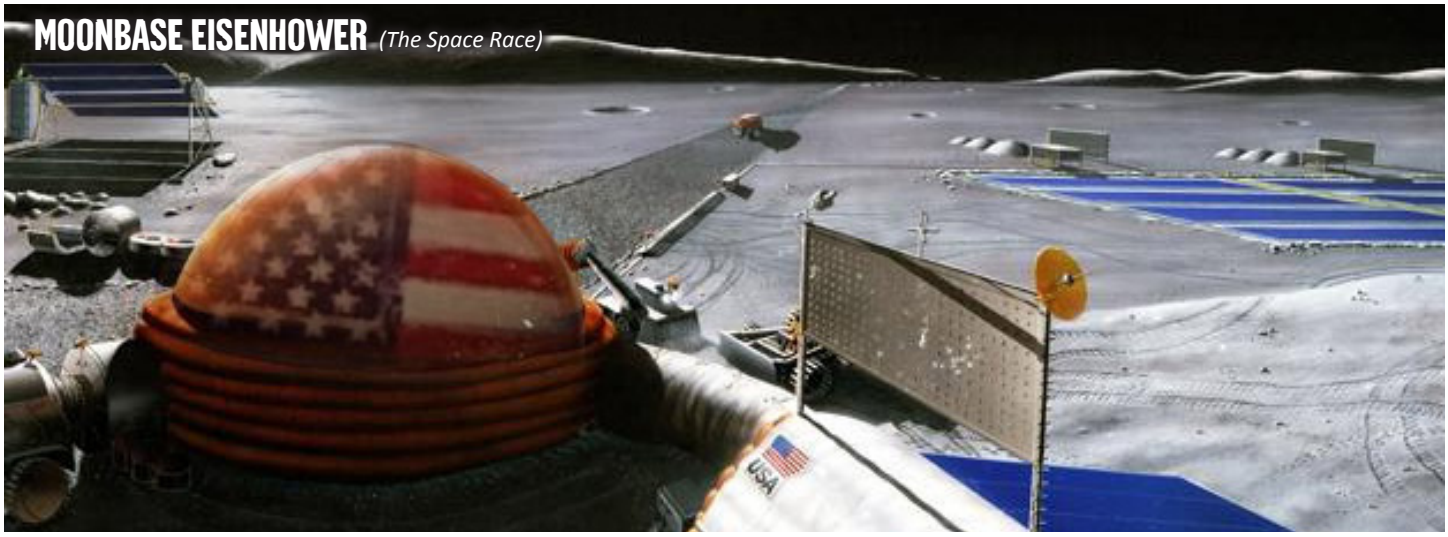
These most ancient of ancient races fought their war for a million years. But the Constructors persisted and the other gods fled to a higher realm. It took them eleven million years, but they designed, built and programmed Bophemeral as a legacy for their children, the lesser races whose life they had seeded across the universe. It was a feat of engineering the like of which the universe would never see again. Bophemeral was a quantum computer constructed of billions of tons of strange matter hosted within the Great Attractor, a super-massive black hole. Its memory was a standing wave oscillating across the event horizon. Its processor matrix was an array of a billion dwarf suns.

Before they activated the Mind of Bophemeral, the Constructors received three visitations: from the future, a Time Lord who warned that Bophemeral would bring nothing but pain; from the present, the Xeraphin who lectured that the universe isn't here to be understood; and from the past, a figure of omniscience and omnipotence that outshone even the Constructors themselves. This last visitor told the Constructors that their great work would form one of the cornerstones of the universe. It gave them its blessing, and in remembrance the Constructors built a temple for it: the Midnight Cathedral. That figure was Kronos the Chronovore (see *The Time Monster*).

When Bophemeral was activated, it went mad, destroyed the fleet of the Constructors of Destiny and waged a war against the entire universe. After a thousand years, the greatest remaining races of the universe – the Time Lords, the Dæmons, the Osirans and many others – managed to trap the Mad Mind within a single chronon, a fraction of a second within a fraction of a second, condemned to loop until the end of all days.

The survivors sent their representatives to meet in the Midnight Cathedral. They agreed that the Millennium War against the Mad Mind of Bophemeral would be forgotten, totally and utterly. All that would be permitted to remain was the knowledge that the Great Attractor and the Midnight Cathedral represent the ultimate in recklessness. The universe isn't here to be understood.

MOONBASE EISENHOWER *(The Space Race)*



In November 1963, when the Doctor unexpectedly became a crew member aboard a Soviet lunar mission, the Space Race was in full swing, with the United States and the Soviet Union each working to become the first nation to land a man on the Moon. Except that, known only to a very few people, the Americans had already won!

Moonbase Eisenhower had been established in secret on the far side of the Moon even before John F. Kennedy made his speech on 12th September 1962 in which he said: *"We choose to go to the Moon in this decade and do the other things, not because they are easy, but because they are hard."* Of course, JFK already knew that his promise to reach the Moon by the end of the 1960s had already been kept.

Located in the Izsak-Delport crater (though it hadn't been named that yet), the base isn't particularly difficult to spot for those who make it into orbit above the far side of the Moon, decorated as it is with the stars and stripes painted on the roof of the main dome. It was constructed in secret to act as a shelter. In the event of a nuclear war, the President and other key personnel and their families can escape to the Moon. It was built on the far side of the Moon in order to avoid detection, as it would otherwise become an obvious target.

The Moonbase can maintain a viable minimum population, which would wait until the Earth had recovered from a nuclear holocaust before returning and rebuilding civilisation. The base is powered by a nuclear reactor. It grows its own vegetation to supplement the food stocks brought from Earth and to reoxygenate the air. It even has its own rocket, the US Rocket Lincoln, in which the base's crew can return to Earth if necessary.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

In 1963, the Doctor found no sign of human life at Moonbase Eisenhower. Like the Soviet "space dog" Laika (*see V55*) and the cosmonaut aboard Vostok 7, the crew had been taken by an alien probe, sent here to observe and evaluate mankind. Apart from the plants, the only life in the base were two other Russian dogs, Pchyolka and Mushka, which had similarly rescued by the probe.

The alien probe has been monitoring Earth broadcasts, witnessing the Cold War tensions and the hot wars that have sprung from it. It also witnessed mankind's inhumane treatment of Laika and her fellow canine cosmonauts, sent into space to die. It has concluded that mankind is a cruel species and has decided to take action. Augmenting Laika with the larynx and sections of brain from a captured cosmonaut, it has sent the dog back to Earth aboard Vostok 7 with the intent that she will launch an animal revolution to overthrow mankind.

The probe itself looks nothing like a machine, but is a small black hole currently located in the corridors of the Moonbase. As intruders get closer to the location of the probe, they will begin to feel its gravitational effects pulling them forwards, as if they are walking down an ever-steeper incline. Strength + Athletics rolls with increasing Difficulty levels are required to avoid being pulled uncontrollably into the black hole, reappearing in an echoing void which is the realm of the probe's mysterious creators. Quite who these beings are and the extent of their technology and abilities are completely unknown and are left to the GM to determine. Perhaps it is possible to negotiate with them. Perhaps not.

The Doctor's encounter with the alien probe ended with the Moonbase being obliterated in a nuclear explosion, leaving no evidence for the eventual, official first orbit of the Moon by Apollo 8 in 1968. Whether Moonbase Eisenhower survived beyond November 1963 in the universe of your game is, of course, a matter for the GM.

US ROCKET LINCOLN
Armour: 3 **Hit Capacity:** 8 **Speed:** 1*
Traits: Transmit, Travel
Story Points: 1
*Add the Pilot's Coordination to this score, then multiply the total by 100 to determine Speed in space

Centuries ago, as a civil war rent the galaxy in two, a fleet of ark ships fleeing the conflagration had gone wildly off course and passed into a remote region of space. A combination of exotic particles and gravity wells meant that the fledgling New Earth Republic was unable to communicate with the outside galaxy, and, left to its own devices, it was forced to develop its own society.

By the 101st Century, life in the New Earth Republic is good. Poverty is unheard of, and peace and prosperity reign. The nature of the Great Barrier means that electromagnetic and tachyonic radiation can pass into the Republic, but nothing intelligible can get out. Still, it has enabled the Republic to discover what has been happening since its foundation. What they discovered is not encouraging: the Empire has fallen, casualties have been overwhelming and order is crumbling. The Republic is better off behind its wall of silence.

The broadcasts that make it through the barrier all suffer from the same problem: interference. One lowly engineer realised that this was actually formed of electromagnetic signals from 20th Century Earth: television broadcasts, the signals finally having caught up with the colonists' arks. This anonymous engineer found a way of restoring the signals, using complex electronic guesswork to fill in the missing pieces.

WJM Inc., one of the corporations of the Republic's business leaders, the so-called Nine, re-introduced television to the public. A society devoid of inspiration, bereft of imagination, suddenly discovered a new world – a world of friendly policemen, giant shoulder pads and mysterious scientists fighting terrors from beyond. The whole of the growing Republic now models itself on what it sees in the flickering box in the corner. 1960s London; 1980s Los Angeles; 1990s Australia; Middle-Earth, Babylon 5, the Crossroads Motel. Shopping malls in the style of the '80s. Police forces based on *Dixon of Dock Green*.

But the television programmes are running out, as there was only a hundred year window of transmission via electromagnetic radiation on Earth. On the furthest edge of the Republic, Reef Station One has been established on a smoothed-off asteroid two hundred miles across to create new programming. The studios of Reef Station One produce new shows in the style of the broadcasts that have been received for a century. With actors increasingly hard to come by in this society of the ultra-rich, they have recently introduced synthetic thespians, Synthespians (*see V117*), as extras and in minor speaking roles.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Synthespians are the product of WJM Inc, owned by one of the richest men in the Republic, Walter J. Matheson III. Matheson is well known for his wide, plastic smile, his perma-tan and his silver-blue hair. His age could be anywhere between late forties and early sixties, and his voice is as silky and oleaginous as his manner. Matheson is gradually taking control of the other corporations and his new business partner is the Nestene Consciousness. WJM Inc. has been creating all manner of new plastic products – including the Synthespians (actually Autons) and a revolutionary skincare technique involving the injection of microscopic particles into the skin – in preparation for the coming invasion…

WALTER J. MATHESON III

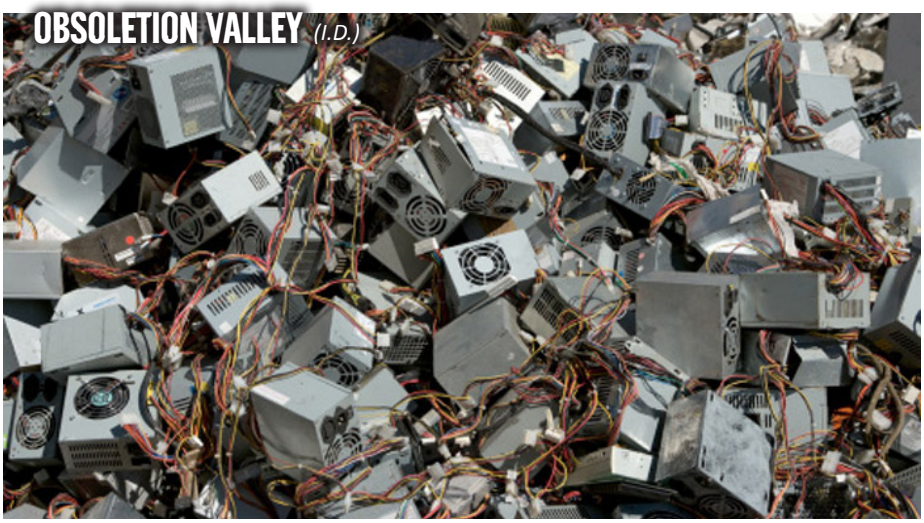
AWARENESS	4	PRESENCE	4
COORDINATION	3	RESOLVE	3
INGENUITY	3	STRENGTH	3

SKILLS
Convince 5, Craft 3, Knowledge 2, Subterfuge 2, Technology 2, Transport 1

TRAITS
Authority (Major)
Charming
Dark Secret (Major)
Distinctive
Wealthy (Major)

TECH LEVEL: 7
STORY POINTS: 10

OBSOLETION VALLEY *(I.D.)*



Obsoletion Valley extends for twelve klicks from one extreme to the other and is a vast junkyard of old electronic equipment. It's where old computers come to die. Damaged, worn-out, obsolete and otherwise unwanted devices and components cover the ground and form hills and valleys several metres deep. It is reckoned that there are maybe 4 billion storage devices here, with another sixty thousand items being dumped daily, ranging from the kind of chip you'd find in a refrigerator or a pet collar, through to corporate hub systems. About eighty percent is either broken or stripped, but that still leaves a massive amount of recoverable data. And in the 32nd Century, data is a valuable commodity.

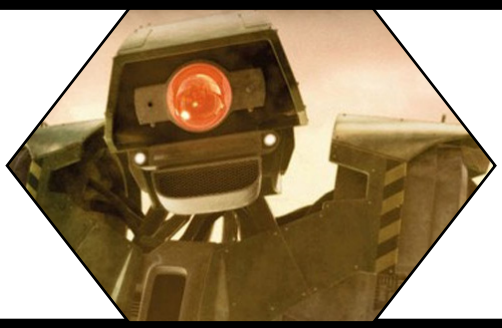
The Valley was original supposed to have been part of a recycling programme. But that fell through decades ago. Nowadays, the authorities just try to keep quiet about it. Floating homes slide through the air above the Valley. These are data pirates, who hold private sector recycling licences. Most of them trade the odd bit of junk for appearance's sake, but it's all about the data really. It all makes working here a little dangerous, as the pirates will take anything.

There are other visitors to Obsoletion Valley. The Lonway Clinic takes a particular interest in the data to be harvested and have a ship based here, looking for materials they can use. The Clinic specialises in personality surgery, a popular trend in the 32nd Century. Most clients only want to change a particular aspect of their personality, but some want a full personality transplant. The Lonway Clinic stays just the right side the law by using redundant material whose legal status isn't an issue. Many people back-up their brain prints in case of accidents, and in some cases these aren't properly deleted before the equipment they're stored on is junked. If the Clinic can recover these back-ups, they have a ready-made repository of alternative personalities for their clientele.

The Lonway Clinic's ship has a human crew, but it also uses Scandroids for much of the search and recovery work. Scandroids are lumbering robots which can interface with pretty much any electronic device, and even with humans, who in this century have a penchant for ODT dataport implants. They are virtually impervious to most conventional weapons and are programmed to resist any perceived threat. The data pirates of the Valley carry disablers which do Stun damage against the Scandroids' artificial brains.

In this time period, ODT (Organic Digital Transfer) dataports are universal and virtually all equipment requires them for operation. Keypads, mice and styluses, touch-screen technology and even voice-control is obsolete. The dataports are small implants which allow direct interface between man and machine. Only those who are analogic, whose brains cannot process digital information, are without them. Analogia is a condition not unlike dyslexia, and it is a significant handicap in a society where everything has a computer chip and requires an ODT dataport to operate. Even opening electronic doors may be a problem. For inhabitants of such a world, Analogia is a Minor Bad Trait. It can be cured by the right medical treatment, but that costs money.

SCANDROID



AWARENESS	5	PRESENCE	2
COORDINATION	2	RESOLVE	4
INGENUITY	1	STRENGTH	6

SKILLS
Athletics 1, Fighting 3, Technology 5

TRAITS
Armour (8 points)
By the Book
Data Storage
Robot
Scan
Slow (Minor)
Technically Adept

TECH LEVEL: 6

STORY POINTS: 1-2

The planet Onyakis is located in a star system light years from any other habitable world. Not that Onyakis is itself particularly habitable, its sterile, purplish surface having no atmosphere. Thousands of years in the future, two vast colony ships hang in orbit above it, each displaying the corporate logo of Euro ComGen. The colonists are refugees from an Earth which has been devastated by solar flares and believe that they are now the only survivors of the human race. They have been travelling through space for centuries, searching for a new home.

Colony One holds a cryogenic repository containing the "Sleepers", while Colony Two has been home to generations of active colonists, whose job is to look after Colony One and protect the Sleepers, and to find new raw materials and fuel. The Sleepers and the active colonists have all been implanted at birth with electronic tags, enabling the ships' AI computer to keep track of them all.

Just over a year ago, a long-range scan detected the presence of high concentrations of an unknown substance on Onyakis, leading the ships to investigate. When the mining began, the substance was called "ice" by the miners as it resembles diamonds, but it is officially known as K7. The colonists' leader Rag Cobden pinned his hopes on it being the key to unlimited fuel, but over a year later he has nothing to show for it other than a stack of disappointing reports: the current amount of K7 mined so far is 5,000 metric tonnes; the initial hopes of K7 having energy-yielding properties remain unrealised; and until very recently experimentation has suggested the crystalline substance to be inert. Under intense pressure, Cobden has become more autocratic in his rule. There are suspicions that he has covered up evidence of an alien civilisation on Onyakis (which would have caused the K7 mining operation to be shut down), and some of his more vocal critics have disappeared. In fact, these troublemakers are taken to the deep tunnels below the mining levels and buried in explosions that bring the cave roofs down.

Onyakis's interior is riddled with tunnels and caverns, some natural but many are man-made. The lack of an atmosphere means that pressure generators similar to those used in the colonisation of the Moon millennia before have been used. There are now hundreds of miles of tunnels, many of them enormous, and the miners need vehicles to travel from one place to another.

The rumours of evidence of an alien civilisation being covered up are correct. Thousands of artefacts have been unearthed in the mines, machinery like computers of alien design. When connected to headsets, the machines start communicating telepathically with the wearer, forming problems in their mind for them to resolve. Each success makes the wearer feel happy, as if someone's pleased with them, and makes them reluctant to take their headset off. At the same time, there is a reaction in any nearby K7, as it dissolves from its crystalline state into a slurry and there is an accompanying release of energy. If Cobden's scientists can only work out how to harvest it, all his problems will be solved!

The artefacts are actually devices used by the Krotons (see *The Second Doctor Sourcebook*) to drain off mental energy from lesser species and power both them and their ships. A Kroton ship crashed on Onyakis over three millennia ago because of an energy failure and remains buried deep within the planet. When the crew's power was exhausted, they reverted to their constituent form, the inert crystalline material the humans are mining as K7. Once the humans start to use the artefacts, the Krotons will begin to reconstitute themselves, first in a slurry and then as fully formed beings. They will quickly take over the colony and inevitably will seek to use the colonists, including the Sleepers, as organic batteries to raise over a thousand Krotons and reactivate their ship. Their long-term plan will be to seed the cosmos with human outposts to power Kroton ships and allow them to expand their influence across the galaxy!

KROTON TEACHING MACHINES

Whenever a human connects with one of the Kroton machines (via headsets, for example), they are telepathically presented with a series of problems to solve, usually mathematical, requiring a Difficulty 12 Ingenuity + Science roll for every 10 minutes of use (the GM can replace Science with another Skill for different types of problems). Each success drains 1 point of either Ingenuity, Presence or Resolve, and the character must make a Difficulty 15 Presence + Resolve roll to have the willpower to take the headset off and break the connection. Otherwise, they are compelled to continue answering the problems set by the Kroton machine until they are drained of mental energy and die of exhaustion (when all three mental Attributes are reduced to zero). Each 6 points drained will reconstitute 1 Kroton.

In *The Krotons*, the naïve Gonds called these devices "Teaching Machines".

PLANETARY DATA

SIZE: Small
GRAVITY: Earth-like
LAND MASS: The Rock
ATMOSPHERE: None
CLIMATE: Cold
SATELLITES: 0
SENTIENT SPECIES: Human explorers/colonists, Krotons (dormant)
TECHNOLOGY LEVEL: 6 (Krotons 7)

PARADISE 5 *(Paradise 5)*

In orbit above the barren, volcanic planet Targos Beta is the isolated and exclusive holiday resort of Paradise 5. In the 35th Century, this luxurious space platform is where all the stressed executives from Targos Delta, the financial and industrial hub of the Earth Alliance, come to relax. There is one four-hour shuttle flight per day bringing new guests from Targos Delta, and access to Paradise 5 is by invitation only. The guest list is very exclusive, with only five or six visitors at any one time.

Paradise 5 is owned by the Paradise Corporation, represented on the space platform in the persons of Gabriel and Michael. Gabriel is the public face and voice of Paradise 5 and is recognisable from the advertisements back on Targos Delta. In person, he is smooth and archly charming in front of his clientele, but terse with his staff. In contrast, Michael is not a people person. He's the back-room boy who spends most of his time in Paradise 5's control room, monitoring both the interior of the platform to ensure the guests are being catered for, and the exterior in case of approaching ships or to use Paradise 5's lasers on meteors or other debris. The rest of the staff consists of four hostesses, who wait on their guests' every whim, and the Cherubs who carry out all the menial tasks behind the scenes. The Cherubs are strange little creatures like small, chubby children, hence their name. They are rather slow and stupid, and are mute apart from making squeaky noises which appear to be developing into their own language (though the TARDIS seemed unable to translate it). If left to their own devices, they have little inclination to do anything. But under Gabriel's strict orders, they are hard workers and eat little, making them an ideal labour force.

Paradise 5 is split into two distinct areas: front of house for guests and backstage for staff. The latter contains the staff quarters, kitchens, storerooms and so on, and is all darkness, dust and low-hanging pipes. Conversely, the guest areas are spotlessly clean and decorated in white and gold. Marble, silk, porcelain and even the staff uniforms are all white with gold fittings and trim.

Front of house includes: the Reception Area where guests are welcomed aboard by Gabriel and the hostesses; the Arcadian Café serving "Heavenly Food and Ambrosial Drinks"; the Space Aquarium populated with fish from a thousand worlds; the Communications Suite where visitors can send and receive messages; and the Observation Lounge from which they can view the surface of Targos Beta, where rivers of lava carve their way through canyons of obsidian rock, while volcanic gases glow with all the colours of the rainbow. Paradise 5's guests are provided with whatever they desire in the form of food, drink, entertainment tesseracts, peace and relaxation. But the centrepiece of Paradise 5 is the Relaxation Lounge which provides the ultimate in relaxation in the form of the patented Paradise Machines (*see G10*). The Paradise Lounge is why guests keep coming to Paradise 5, as the Paradise Machines raise their subjects' consciousness to a higher level and generate a state of grace in their minds.

It's all very idyllic. Except for one thing. Although plenty of

GABRIEL

AWARENESS	3	PRESENCE	4
COORDINATION	3	RESOLVE	3
INGENUITY	4	STRENGTH	3

SKILLS
Convince 4, Craft 2, Knowledge 3, Subterfuge 2, Technology 2

TRAITS
Charming
Dark Secret (Major)

TECH LEVEL: 7

STORY POINTS: 8

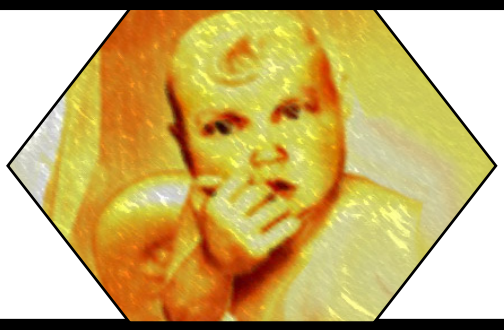
people go to Paradise 5, nobody is returning…

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Paradise 5 is being run by Gabriel and Michael as a source of victims for a race of multi-dimensional beings known as the Elohim (*see V30*). The Elohim come from a higher dimension and need human cannon fodder to fight for them in a civil war. In order for the chosen victims to ascend to the higher realm of the Elohim, they must be processed by the Paradise Machines first. The Machines elevate their consciousness, transforming them into versions of themselves able to exist in the Elohim's realm.

Once transformed, the victims are taken to the cargo hold of the Elohim ship at Paradise 5's hidden dock, where they are kept chained until their new masters are ready to take them away. But there is a physical residue of each victim left behind in our reality in the form of the mute and shrunken Cherubs, which are used as a slave labour force by Gabriel.

CHERUB



AWARENESS	3	PRESENCE	2
COORDINATION	2	RESOLVE	2
INGENUITY	1	STRENGTH	1

SKILLS
Athletics 1, Fighting 1

TRAITS
Enslaved
Mute
Size – Tiny (Minor)

TECH LEVEL: 7

STORY POINTS: 1

Gabriel and Michael have no real allegiance to the Elohim and are just in it for the money. Once the operation has served its purpose, they will abandon it, crashing Paradise 5 into the surface of Targos Beta to destroy the evidence before disappearing with their loot.

MICHAEL

AWARENESS	4	PRESENCE	3
COORDINATION	3	RESOLVE	3
INGENUITY	4	STRENGTH	3

SKILLS
Convince 1, Knowledge 1, Marksman 3, Subterfuge 3, Technology 4, Transport 3

TRAITS
Dark Secret (Major)
Technically Adept

EQUIPMENT
Blaster: 5(2/5/7) damage

TECH LEVEL: 7

STORY POINTS: 6

PARADISE 5
Armour: 5 **Hit Capacity:** 20 **Speed:** 1*

Traits: Scan, Travel
Weapons: Laser: L(4/L/L) damage
Story Points: 2

*But normally hangs in geostationary orbit.

THE PHILADELPHIA EXPERIMENT *(The Macros)*

The Philadelphia Experiment was a famous but disputed incident that occurred on or about October 28th, 1943 in Philadelphia bay. According to unconfirmed reports, the US Navy subjected the destroyer escort *USS Eldridge* to an experiment to try to render it invisible. Allegedly, they succeeded in making the ship disappear, but were unsuccessful in trying to get it back. All that was left was a green fog which drifted away in the wind, leaving nothing. Since then, there have been sporadic reports of sightings of the *Eldridge* from all over the world, and urban myths of American seamen coming ashore and pleading for help.

Naturally, all this has been denied by the US Navy. The official story is that the *Eldridge* was renamed and given to the Greek Navy. But conspiracy theorists claim otherwise even to this day. The Doctor and Peri found out what had really happened to the ship when the TARDIS actually landed on it. The time travellers found the ship to be stranded in a dense fog and was in an extreme state of decay. It was dilapidated, with a strange green rust everywhere. Railings and stairs were almost rusted through, requiring great care. In fact, the ship was on the verge of total disintegration.

Despite the state of the ship, the Doctor and Peri encountered a number of crew members going about their duties, clearly in the final minute or so before the invisibility generators were activated. But they could not interact with them. The crewmen could not see or hear their visitors, and the Doctor and Peri could not affect anything on the ship. So trying to switch the equipment off to prevent the Experiment was impossible. They also quickly realised that the crewmen were all stuck in a time loop, repeating themselves every couple of minutes. What they were actually witnessing were just images caught in time, the events of October 1943 being played out over and over.

The Doctor soon worked out that the *Eldridge* was caught between two dimensions, and the TARDIS was now likewise stuck. Rather than rendering the ship invisible, the Philadelphia Experiment had transported it into an interdimensional flux between our universe and a microscopic universe. Almost all the crew had been killed as soon as the *Eldridge* had dematerialised. There are only two survivors on board, the Bosun and Professor Tessler, who had remained unaffected by virtue of their location below decks at the fateful time.

Professor Tessler is the scientist who designed the equipment intended to render the ship invisible. Since the experiment, he has been trying to boost the power in order to get the ship back to Philadelphia bay, but it just drains away. The whole ship is in a state of temporal flux. Although Tessler and the Bosun feel like they've been trapped here for only a matter of weeks, they have been in a state of semi-suspension for over sixty years. If they were able to escape, they would arrive back home in 2010 rather than 1943.

The dimensional flux is a rift into an infinitesimally small, microscopic dimension. The exit into that universe is in the skies above the planet of Capron (*see L16*), where the rift's energies are being harvested by a slave labour force. It is because of this that Professor Tessler's attempts to boost the power of the generators fails.

INVISIBILITY GENERATOR [Special Gadget]
Traits: Vortex
Cost: 8 points

n the 26th Century, around ten years after the defeat of the Cybermen in the Cyber-Wars, a bizarre reminder of the silver giants was discovered on a dwarf planet in the Kuiper Belt. The dwarf planet did not have a name, but the Doctor referred to it as "Planetoid X". It is a world of crags and rocks, with a breathable atmosphere and a gravity that is a little heavier than Earth's. The sky is riven by ferocious and almost constant electrical storms.

At the top of one prominent peak is a giant Cyberman head some five hundred feet high. When the lightning flashes on it, its eyes almost seem to be alive. But Cybermen don't build monuments, and this is no cyber-tomb. So, what is the purpose of this citadel? Intruders wanting to find out had better beware of the maintenance Cybermats which still infest it. Their programming assumes that anything humanoid is a Cyberman. But if they fail to detect Cyber-signals, the Cybermats will consider intruders to be defective and try to repair them – usually through the mouth or the eyes!

An expedition from the Interplanetary War Museum has come here looking for abandoned cyber-technology. It has gained entrance to the control room beyond the main doors. But, like the cyber-tombs on Telos and other worlds, to proceed further requires solving the logic problems set by the control panels. As with Telos, the problem is in the form of a power series in which the indices show the basic binary blocks. Except that in the case of this citadel, the problems do not use the standard Cyberman logic of "OR" gates. Instead, they require the application of a Fourier series, with each equation needing to be solved to ninety-two decimal places. Such calculations require a Difficulty 24 Ingenuity + Science roll (with Mathematics or Logic providing the usual Area of Expertise bonus).

Solving the initial problem results in a hidden door to a lift sliding open. For the lift to ascend requires the solving of a second problem on the main control panel (so somebody needs to remain behind); and a third problem is needed before the lift door will re-open. The second roll has a +2 bonus for anyone who solved the first problem, and the third roll has a +4 bonus, as they all use the same principles of logic.

Outside the open lift door is a narrow walkway with a drop below falling almost the entire interior height of the citadel. But the citadel's main control room is still frustratingly overhead, accessible only by scrambling up a number of metal cables that dangle down to the walkway. This requires a Difficulty 12 Coordination + Athletics roll.

Within the main control room is the master array which controls the whole of the citadel. However, the Cyber Planner which is connected to it has been damaged by a lightning strike. In its current state, it is irreparable without a replacement mind to install inside the apparatus – though clever players may come up with other means to revive it… if they so wish. If the Cyber Planner is reactivated, the purpose of the citadel will become apparent.

At the end of the Cyber-Wars, unknown to the Earth authorities, some ten thousand cyber-ships escaped into warp space. The intention of the Super-Controller (*see V116*) which commanded them was that they would follow a signal broadcast by a beacon on a dwarf planet within the Kuiper Belt and launch a devastating counter-attack on the Earth. The dwarf planet was Planetoid X, and the beacon was the lamp at the top of the head that forms the citadel. With the beacon out of action, the cyber-fleet has been waiting in the darkness for ten long years. But Cybermen are patient and know that it is only a matter of time before the signal comes…

PLANETARY DATA

SIZE: Small
GRAVITY: High Gravity World (120% Earth's gravity)
LAND MASS: The Rock
ATMOSPHERE: Earth Standard
CLIMATE: Cold
SATELLITES: None
SENTIENT SPECIES: None
TECHNOLOGY LEVEL: N/A (abandoned Cyber-technology: 6)

RIDIOUS IV *(The Seeds of War)*

Ridious IV in the Seventh System isn't one of the Outer Colonies, but it is still a long way from Earth. In the late 32nd Century, there are a hundred colony worlds between Ridious and Earth, and it takes a ship fitted with ion drives just over two months to make the journey, its crew in suspended animation to conserve resources. In the same star system, Ridious II and Ridious III are also inhabited. But it is Ridious IV which is the centre of local government and home to the largest population. Its capital is Delikur City, location of the main spaceport.

At the time the Doctor and Mel pay an unintentional visit to Ridious IV, it is in the grip of a famine. Earth has been at war with the forces of the Eminence for half a century and many locals have been away serving in the military for years. Ridious IV was a supply world for the Empire, its crops feeding billions of people. But three years ago, a blight appeared. The first crops failed along the western coasts. Then it spread. Before the people knew it, the disease was planet-wide. Ridious had food stocks for a few years, but now those are running out.

Ridious IV is now a planet struggling under rationing and deprivation. Far from being one of the supply worlds for the Empire, it can barely feed its own people. They are on the verge of starvation and society is beginning to break down. There are no authorities worth speaking of since the Governor holed himself up in his bunker eighteen months ago, and Delikur City is fast succumbing to mob-rule.

Ridious isn't alone in its predicament. Nothing has grown on any of the other colonies they've been in contact with for the last three years. It's the same across the Ten Systems, as if the disease broke out across all the planets simultaneously. If they haven't all exhausted their stockpiles of food yet, they soon will. Attempts have been made to cleanse the soil, but every seedling, every root, sprouts and then withers. The problem is a genetic abnormality in the seeds themselves across almost all plant species.

The blight has affected the biofuel crops as well as food crops. As a result, a native animal called the helticore is now in demand as a beast of burden, particularly for long hauls. Helticores look like a bizarre cross between a camel and an elephant and, fortunately, they can survive on very little food.

What Ridious needs is seed stock from before the blight. None exists on Ridious or the other affected colonies. But there is an ancient seedbank on Earth. The Agricultural Antiquities Reliquaries is situated in the equatorial Administration Zones. It has a dedicated disaster recovery vault containing seeds with the base genes for fast-growing food crops such as the super-maizes and rice variants. But with the war effort draining resources, no assistance from Earth has yet been forthcoming. Perhaps now that the Eminence's Infinite Warriors are in retreat, things will change.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

As might be expected, the blight is a biological weapon disseminated by the forces of the Eminence. Its Infinite Warriors never got a foothold on Ridious IV, but several of their vessels were destroyed in close orbit, exploding in the atmosphere and releasing a bio-agent that mutated the seeds of all plants. It happened on dozens of worlds.

The Eminence's plan now is to manipulate an agent to infect the seedbank on Earth with its "Breath of Forever", the gaseous essence it uses to transform humans into its Infinite Warriors. Any crops grown from the tainted seeds would then infect anyone who ate them, enabling the Eminence to create legions of Infinite Warriors by force of thought. And the unwitting agent it is using to carry out this plan? None other than the Doctor…

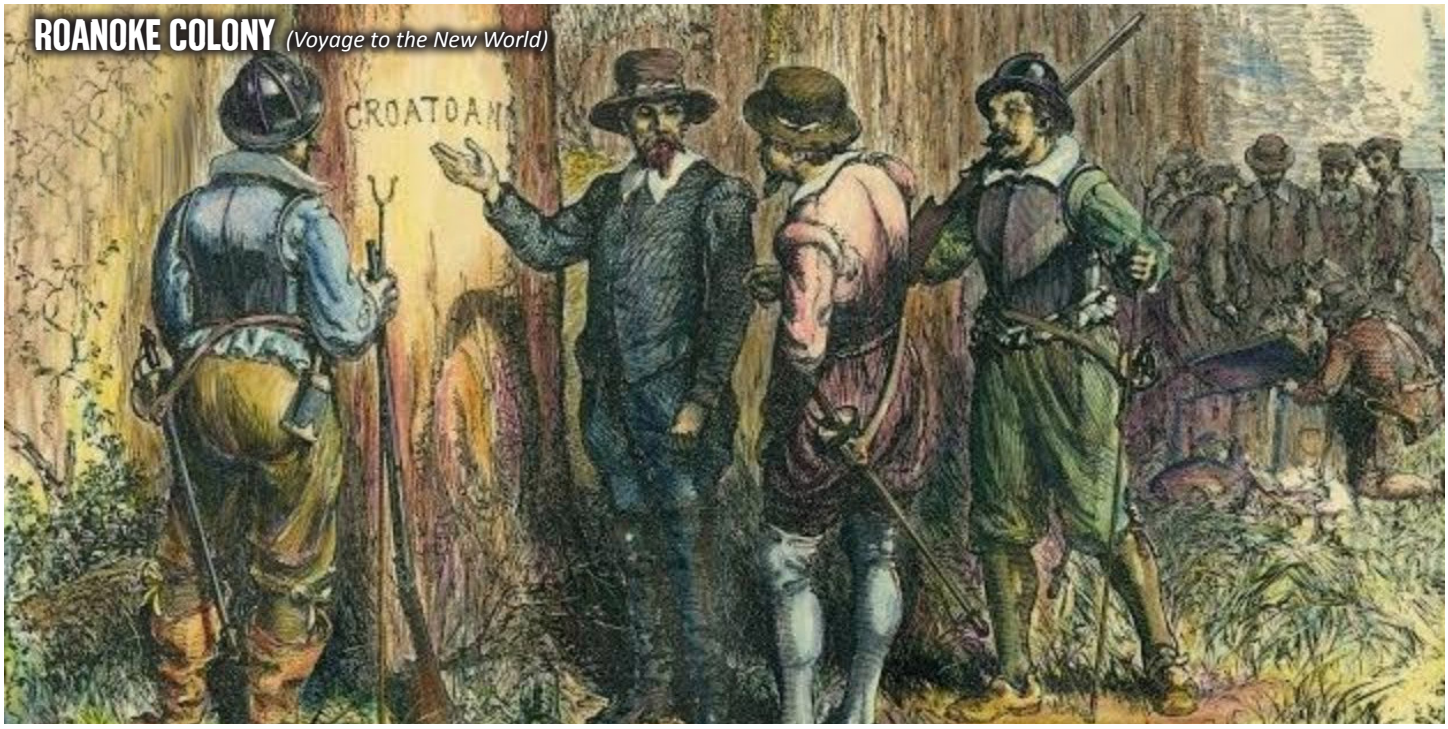
HELTICORE

Attributes: Strength 8, Coordination 2, Awareness 2
Skills: Athletics 2, Fighting 1, Survival 2
Traits: Size – Huge (Minor), Tough, Trample (Inflicts Strength damage to anyone it runs over; can be dodged with a successful Coordination + Athletics roll)

PLANETARY DATA

SIZE: Medium
GRAVITY: Earth-like Gravity
LAND MASS: Earth-like
ATMOSPHERE: Earth Standard
CLIMATE: Temperate
SATELLITES: 2
SENTIENT SPECIES: Human colonists
TECHNOLOGY LEVEL: 6

ROANOKE COLONY *(Voyage to the New World)*



The secret of what happened to the so-called Lost Colony of Roanoke is one of those historical mysteries that the Doctor finds intriguing and would wish to investigate. But in truth, he found himself at Roanoke by sheer chance when he was trying to get his friends Henry Gordon Jago and Professor George Litefoot back to the Red Tavern in London.

In 1584, Sir Walter Raleigh (*see A74*) was granted a charter from Queen Elizabeth I "to discover, search, find out, and view such remote heathen and barbarous Lands, Countries, and Territories ... to have, hold, occupy, and enjoy", and to establish a base from which to send privateers to raid the treasure ships of the Spanish. Raleigh sent an initial expedition to explore the eastern coast of North America, which returned with two leaders of the native tribes of Roanoke island. Based on the information they provided, Raleigh organised a second expedition led by his cousin, Sir Richard Grenville.

In August 1585, a group of 108 men was left on Roanoke island to establish the colony. But there was conflict with the local tribes, who attacked the fort that the colonists had built. When Sir Francis Drake (see *The First Doctor Expanded Universe Sourcebook*) stopped at Roanoke on his way back from the Caribbean shortly afterwards, several of the colonists accepted his offer to be taken back to England, and the next relief ship found the colony to have been abandoned.

In 1587, a third expedition deposited 115 colonists on Roanoke island, led by John White who had been appointed governor. But later the same year, White sailed back to England to explain the desperate situation the colony soon found itself in and to ask for help. However, his return to the New World with fresh supplies was delayed by England's war with Spain. White finally gained passage on a privateering expedition which agreed to stop off at Roanoke after raiding the Spanish in the Caribbean.

White finally reached Roanoke on 15th August 1590, only to find the colony deserted. All the houses and fortifications had been dismantled and there was no sign of any struggle. The only clues were the word "CROATOAN" carved into a wooden post and the letters "C-R-O" carved into a nearby tree. White took this to mean that the colonists had moved to nearby Croatoan Island, but a storm meant that he was unable to organise a search. White left the next day, as his men refused to go any further.

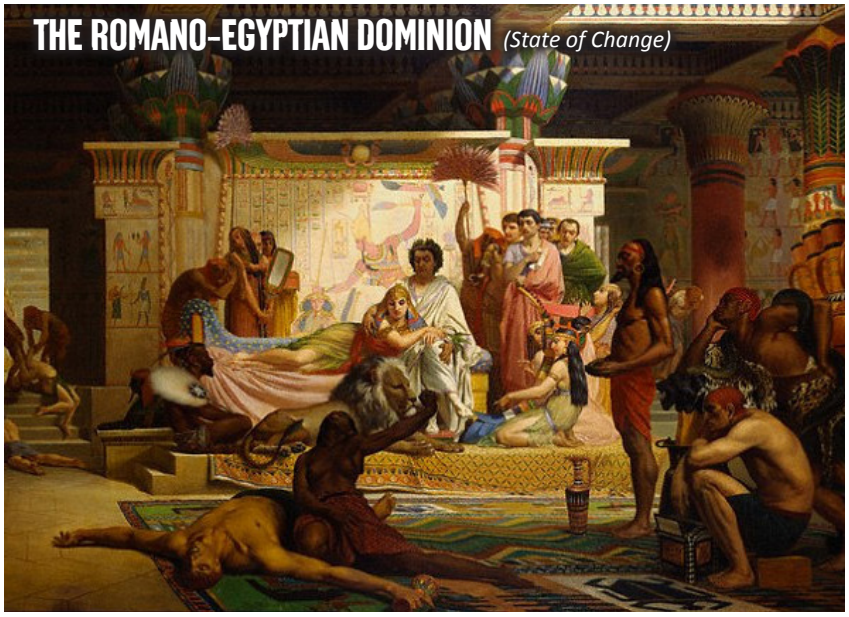
It was not until 1602 that Raleigh organised an expedition to search for what had happened to the Lost Colony, but bad weather forced it to turn back. Another expedition the following year was thwarted for similar reasons, and the abandonment of Roanoke Colony remains a mystery to this day. Theories to explain its loss include the integration of the colonists with the local tribes, the destruction of the colony by the Spanish and the relocation of the colony to a site which remains undiscovered.

Of course, the Doctor now knows the true cause of the Lost Colony…

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The colonists were the victims of the Children of Croatoan (*see V104*), embodiments of an alien entity called the Semestran Interlude. The Interlude had established themselves on Roanoke, preying on the native tribesmen, raiding Norsemen and latterly the English settlers. As each victim was infected by the Interlude, they were rendered invisible and incorporeal, and transported to Croatoan Island, from which they were unable to escape.

THE ROMANO-EGYPTIAN DOMINION *(State of Change)*



In 31BC, the forces of Mark Antony and Cleopatra were defeated at the Battle of Actium. Mark Antony and Cleopatra fled to Egypt and committed suicide the following year. But what if they had won at the Battle of Actium and established their own empire? The Doctor and Peri found themselves in a version of Rome in which this was the real history…

In this version, Mark Antony and Cleopatra had defeated Octavian at Actium and had gone on to rule over a Romano-Egyptian Dominion. The means of their victory were steamships provided by an Oracle discovered by Cleopatra's navy. Twenty years later, both Mark Antony and Cleopatra have died, and the Dominion is ruled jointly by their three children: Ptolemy Caesar (Caesarion), Alexander Helios and Cleopatra Selene. Since returning from an expedition to the East several years before, Ptolemy has had little interest in political power, but his siblings are each scheming to become sole rulers. Alexander's power base is in Rome, while Selene's is in Alexandria.

The Oracle is now housed in a temple in Rome, and access to it is closely guarded. It has continued to provide the Dominion with miraculous technology, such as electricity, radio communications and airships. Under the guidance of the Oracle, the Romans under Alexander are on the cusp of enriching uranium to produce isotope 235 and building the first atomic bomb, code-named "Ultimus". The Alexandrians have little idea as to what the Romans are doing and are more interested in aeronautics, developing heavier-than-air biplanes with which to attack Rome.

While Alexander and Selene scheme against each other, Ptolemy broods on what he discovered on his expedition to the East. Landing on the west coast of India, his steam boats had ventured up the Indus, but they had discovered abandoned villages whose buildings seem to have half-melted and flowed together. Worse, there were monstrous creatures with multiple heads and tentacles. The further they ventured, the more monstrous the creatures became. Until, at last, Ptolemy and his men reached what appeared to be a range of mountains forming a barrier across the land. Approaching closer, the mountains were

PTOLEMY CAESAR

AWARENESS	3	PRESENCE	4
COORDINATION	3	RESOLVE	3
INGENUITY	4	STRENGTH	3

SKILLS
Athletics 2, Convince 1, Fighting 2, Knowledge 3, Survival 3, Technology 2

TRAITS
Authority (Major)
Wealthy (Major)

EQUIPMENT
Sword: Strength +2 damage
Armour (3 points)

TECH LEVEL: 4
STORY POINTS: 8

ALEXANDER HELIOS

AWARENESS	3	PRESENCE	4
COORDINATION	3	RESOLVE	4
INGENUITY	3	STRENGTH	4

SKILLS
Athletics 2, Convince 3, Fighting 3, Science 1, Technology 3

TRAITS
Authority (Major)
Selfish
Voice of Authority
Wealthy (Major)

EQUIPMENT
Sword: Strength +2 damage
Armour (3 points)

TECH LEVEL: 4
STORY POINTS: 6

revealed to be the ragged edges of the land itself, torn and folded up, beyond which was just a black pit of stars – literally the edge of the world. And rising from that pit were monsters combining all the most repulsive features of the creatures they had so far encountered. Ptolemy returned to Rome a changed man, and his friend Agricola's mind was broken by the experience. Although Ptolemy made his report to his parents, then still alive, they did nothing. After all, what could they do?

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The world of the Romano-Egyptian Dominion lies within its own micro-universe. It is the creation of a benign entity the Rani (*see V95*) encountered when trapped in a bubble of negative vortex energy (following the events of *The Mark of the Rani*). The entity named itself Iam, unknowingly reflecting a passage in the Book of Exodus in which God says to Moses "I am who I am." Iam is a creature of pure energy with vast but unexplored abilities within its own universe. Its powers, within its own realm, are a god's, but it is child-like in intellect and has limited imagination.

The Rani found that Iam could create anything, but it needed a pattern to work from and could create nothing new. It could only copy and reproduce. The Rani instructed it to create a new TARDIS console for her, but there was a misunderstanding. Iam detected the Doctor's TARDIS rather than the Rani's, and it replicated not only the console but also a chunk of the local space-time sector it was moving through, which was a large slice of Earth circa 32BC. The recreated TARDIS console was recovered by Cleopatra's navy and became the Oracle that has accelerated technological advancement in this version of Earth, its telepathic circuits and memory banks providing the locals with knowledge millennia in advance of their time.

Since then, the Rani has remained within the replica Earth within the micro-universe, initially frozen in time as Iam recovered from the energy consumption needed to create this world. Recently, she has taken the place of Cleopatra Selene, with the real Selene being held prisoner in her TARDIS. As Cleopatra Selene, the Rani needs to get close to the Oracle in order to steal it and install it in her own ship to escape the micro-universe.

As Iam is god-like in power, it does not have stats to represent it. The Rani can commune with Iam via a portal in her TARDIS which opens onto a point in space directly above the copied Earth-segment.

RETRO-REGENERATION

Gallifreyans were among the first sentient races and developed the morphic field of the Universe to make it more likely that subsequent races would evolve into a humanoid form. Thus, we have the proliferation of humanoid and human-like species, or more accurately Gallifreyan-like ones. However, there are specific phenomena in the cosmos, certain types of hyperspace stress or frequencies of radiation, which can destabilise the morphic field of living beings. Time Lord physiognomy takes advantage of this potential instability during the process of regeneration. Travelling in a dematerialized state, as the TARDIS does, can make its passengers even more vulnerable to such events. Which is why one of its functions is to protect not only its own pattern, but also those of its passengers.

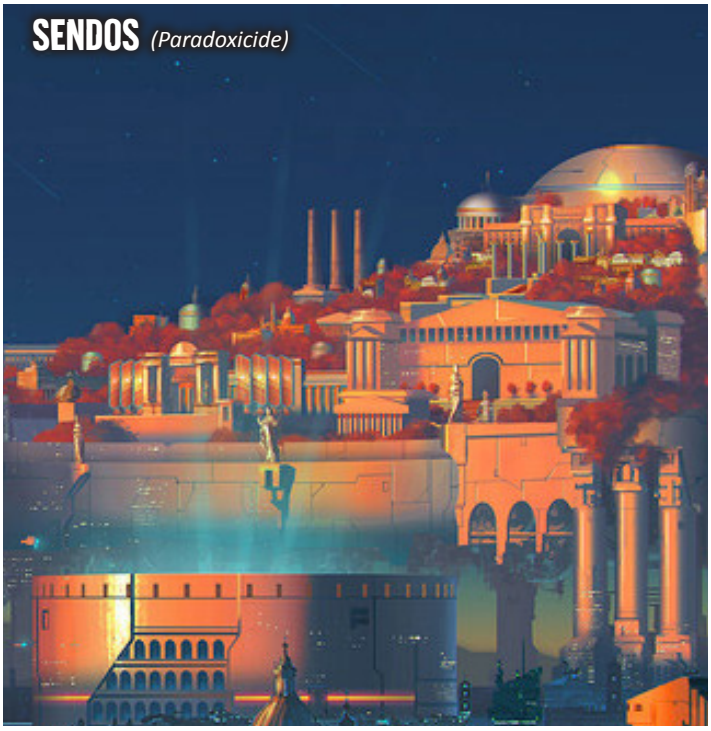
Even so, the Doctor has at various points in his long life had his morphic field disrupted, and as a consequence he has retro-regenerated back to a previous incarnation on several occasions. One such was when the TARDIS was drawn into the micro-universe in which the Romano-Egyptian Dominion exists and the TARDIS suffered an energy loss.

Retro-regeneration is not something that is supposed to occur naturally. But certain Time Lords are known to have been able to initiate the process deliberately. Indeed, it can be a useful means for a Time Lord to access knowledge, skills or abilities that they possessed in a former incarnation, but which they have since lost.

In the DWRPG, a deliberate attempt at retro-regeneration requires the expenditure of 2 Story Points and a Difficulty 21 Awareness + Resolve roll. Time Lords with the Tailored Regeneration trait have a +4 bonus to the roll, while those with Random Regenerator have a -4 penalty. The results are as follows:

Disastrous: The Time Lord triggers 1D6 normal regenerations instead.
Bad: The Time Lord triggers a normal regeneration instead.
Failure: The Time Lord does not retro-regenerate.
Success: The Time Lord retro-regenerates back to their previous incarnation.
Good: The Time Lord retro-regenerates back to the incarnation of their choice.
Fantastic: The Time Lord retro-regenerates back to the incarnation of their choice and can remain in that incarnation for 1D6 hours.

Other than on a Fantastic result (or as a result of external forces), a Time Lord can normally only remain retro-regenerated for 1D6 minutes before reverting to their current incarnation.



SENDOS *(Paradoxicide)*

The legendary lost planet of Sendos is the galactic equivalent of the *Mary Celeste*. Millennia ago, it was a developed world with a flourishing civilisation, one that had not quite reached the stage of interplanetary travel, but it was not far off. But the inhabitants of Sendos were wiped out by a plague, leaving just cities of lonely but beautiful structures in what might be termed an "ultra-classical" style, like an updating of ancient Rome.

Some of the Sendosa fled the plague, but most succumbed. The mystery is where did those who fled go? Without access to spaceflight, they couldn't leave the planet. But they went somewhere, leaving behind their empty world and the legend of their fabled Armoury supposedly containing some of the most powerful super-weapons ever built. It's the sort of thing that hardened space adventurers whisper about in cantinas and other low places.

The location of the Armoury on Sendos has long been known. After all, it's an ugly concrete bunker that looks like it was built in a hurry and sticks out like a sore thumb among the elegant craftsmanship of the rest of the architecture. The problem is, no one has ever been able to open it. It doesn't even have a door, at least not one that has been found. The reason its contents are known about is the message being broadcast from Sendos, warning of the plague that killed the Sendosa and that the building contains their stockpile of super-weapons.

On one side of the Armoury is a crystalline structure. Scans have revealed that it is not an opening but is attached to the exterior of the wall. Perhaps it's a locking mechanism. The building itself shimmers, protected by a forcefield. But no one has yet managed to get past it or work out how to manipulate the crystalline lock – if that's what it is.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Sendos is at the centre of a temporal paradox. The legends of the fabled Armoury have brought numerous acquisitive species to the planet in the hope of gaining access. One such species was the Volsci ("vol-shee"), a warlike race from a female-dominated world. Millennia after the plague, the Volsci captured the Doctor and forced him to link the TARDIS to their ship and then take them all back in time to before the Armoury was built.

Once there, the Volsci demanded the Sendosa hand over all their armaments. But when the Sendosa protested that they did not have anything more advanced than projectile weapons, the Volsci launched an Abdima Device which released an airborne contagion that attacks the nervous system of all mammalian life forms. It was this that caused the plague and wiped out the Sendosa.

The plague took mere weeks to kill the Sendosa. But the sick united in their dying days to construct the Armoury as a trap for the Volsci. The crystalline structure on the side of the Armoury responds only to the energy signature of Volsci energy weapons, opening a small, concealed door to the interior. Once inside, recorded messages draw intruders to the central chamber, where another Abdima Device will activate as soon as anyone enters. The Sendosa intended that the Volsci who caused their deaths will be lured here and be killed by their own weapon, suffering the same protracted deaths as their victims.

What about the mystery of how the Sendosa who fled the planet managed to do so? With the help of the Doctor and Peri, they captured the Volsci ship. And as a parting gift, Peri recorded the message which will be broadcast to the cosmos warning of the plague and containing the first mention of the Armoury and its contents. Drawing the Volsci to Sendos, millennia in the future…

THE ABDIMA DEVICE [Major Gadget]
Traits: Infection (Major) – Resolve + Strength roll at Difficulty 15 to avoid initial infection; once infected, a similar roll each day or take 1(1/1/2) damage
Cost: 2 points

PLANETARY DATA

SIZE: Medium
GRAVITY: Earth-like Gravity
LAND MASS: Mostly Land
ATMOSPHERE: Earth Standard
CLIMATE: Temperate
SATELLITES: 3
SENTIENT SPECIES: None (formerly the Sendosa)
TECHNOLOGY LEVEL: N/A (formerly 4)

From a historical perspective, the planet Serenity of the Benign Union is neither serene nor benign. The Doctor recalls the dark legends of this region of space, of the evil of Malador (*see V61*) in the time of the Ancients, and more recently of the entropy that engulfed the Traken Union (see *Logopolis*). Serenity was the only planet of the Union to survive that destruction, and the Benign Union has risen in its place.

Serenity has thrived in peace and prosperity for over a thousand years under the protection of Prophecy, the controlling sentience of the energy sphere that powers the planet and generates a protective shield of goodness around it in a similar manner to the lost Source on Traken (see *The Keeper of Traken*). The Prophecy speaks with a female voice. It protects Serenity and, in return, the Elect who govern the planet protect, revere and almost worship Prophecy.

The Elect are the ruling classes. They have governed for centuries, and their right to do so is passed from one generation to the next. Despite their title, there are no elections on Serenity. The rest of the populace are the Meres, the commoners who have few rights and fewer privileges. The Elect are blind to warnings that not all the Meres are happy with their lot and that there is discontent building among them. The Elect take their authority for granted and believe that they are best suited to rule. But they are bound by bureaucracy, ritual and red tape.

Like many of the technological marvels on Serenity, Prophecy was built by Malador, an ancient creature of pure evil who once ruled the planet but who has been trapped in a temporal stasis for millennia. Malador is remembered on Serenity only in legend. Not even the Elect know that he was sealed in his tomb in the Necropolis, protected by traps and forcefields. The Melkur (*see V66*), more of Malador's creations, are immobile statues which populate the Necropolis and their status as the agents of evil is similarly reduced to the rank of myth and legend.

Prophecy has a similar role to that of the Keeper of Traken, but is an artificial intelligence instead of a living being. It is responsible for generating the protective shield of goodness around the planet, powered by the energy sphere secreted in the tomb of Malador. If it were switched off, the planet would suffer catastrophic storms and earthquakes, Malador would be freed and his Melkur would awaken.

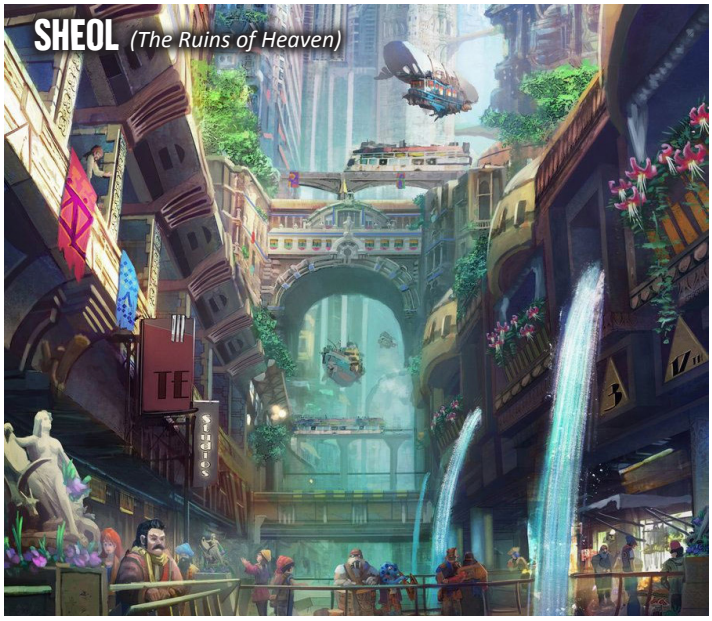
Beneath the Palace of Serenity is the Labyrinth, part of a network of tunnels that runs around the planet. The severest punishment on this world, reserved for those who commit crimes against the Elect or Prophecy, is to be consigned to the Labyrinth. There are monstrous creatures lurking there, and no one survives for long. The Labyrinth is a temporal amplification circuit and the secret of how Prophecy derives its power. The energy generated is converted into pure time. Past, present and future collide, creating the energy that generates the shield protecting the planet. It also causes dimensional fractures, allowing creatures from the Vortex to escape into the Labyrinth.

PROPHECY

Attributes: Awareness 7, Coordination N/A, Ingenuity 5, Presence 2, Resolve 4, Strength N/A
Skills: Convince 2, Knowledge 6, Medicine 4, Science 5, Technology 4
Traits: Impaired (Major: No limbs), Robot, Slow (Major: Immobile), Special – Prophecy generates a field of goodness that protects Serenity; this includes a 15 point Forcefield around the planet, but much more including keeping Malador and the Melkur inactive
Tech Level: 8
Story Points: 12

PLANETARY DATA

SIZE: Medium
GRAVITY: Earth-like Gravity
LAND MASS: Mostly Land
ATMOSPHERE: Earth Standard
CLIMATE: Temperate
SATELLITES: 2
SENTIENT SPECIES: The Elect and the Mere
TECHNOLOGY LEVEL: 8



Sheol is the single inhabited world orbiting the star Achshaph in the Ramshorn Spiral. The principle city on Sheol is Heaven. Renowned for its religious antiquities and miraculous architecture, Heaven is also famed for its markets, health spa and historic Gates of Pearl shrine. Attracting cure-seekers and shoppers from all over the galaxy, Heaven makes the ideal stop-off en route to the Pleasure Domes and star-soaked beaches of Old Xanadu or the Blessed Clouds of Gideon. At least, according to the city's official Tourist Information map, sponsored by Bluebliss Holidays Inc. and narrated in rich thespian tones by Sir John Gielgud (or rather a simulation of him). According to the Doctor, the entire place is festering in a tide of commercial hyperbole!

Heaven isn't a warm city – but it's not as cold as Hell, as the guide is quick to point out. It consists of rococo facades of crumbling magnificence, little bridges spanning canals filled with cloud rather than water, and cloistered piazzas where market stalls sell all sorts of brightly-painted, mass-produced souvenirs, as well as local produce. Place names all seem to invoke the holy or mystical, such as Paradise Prospekt, the Palace of Ethereal Wisdom and the Elysian Fields, and there is more than a hint of incense in the air. Crowds of tourists, most of them neither young nor human, shuffle around Heaven, led by guides named after the saints and all reciting the same Ambrosia Tours commentary.

The city is mountainous, stretching ever upwards: palace upon palace, temple upon temple, lit in the hues of an eternal dawn, their foundations set in cloud. Gold and silver glint on the domes. It's just a shame about the high-rise hotels which stack up on the eastern horizon and spoil the otherwise perfect view. The Doctor is disparaging about the whole place, considering it to be a cheap theme-park imitation based on the Baroque school, without any hint of artistic restraint or taste. His view is underlined by the street performers dressed as angels or seven-foot cherubs with golden curls, their features exaggerated and cartoon-like.

The city of Heaven was founded at the start of the Third Epoch by the Levitican Fathers, who discovered the Gates of Pearl on their pilgrimage to the Blessed Clouds of the Constellation of Gideon. The Fathers misinterpreted the significance of the Gates, which were purely ceremonial and are clearly left over from some other, long vanished civilisation. Tourists have the opportunity to pass through the Gates themselves in the Parc des Portes (queues permitting).

But there is a darker side to Heaven. The further into the cramped and crowded market a visitor wanders, the more disturbing the stalls and shops become. There are things that have no place in this city. Cruelly angled implements, all rusting – souvenirs of the Inquisition. Bars and clubs with darkened doorways, through which can be glimpsed scantily clad figures, and exotic music or the clatter of gaming tables can be heard. Signs advertise *The Flesh,* or *The Pleasures,* or *The Souls of Men,* or *Salvation Certificates Now (No Questions Asked)*. Dancers dressed as hellish creatures from paintings by Hieronymus Bosch – assuming they are wearing costumes at all. Heaven has become an Earthbound place, an exclusively Westernised concept filled with the trappings of Catholicism and Protestantism. It has become "Heaven World", manufactured and commercialised.

Signs also warn *DO NOT FEED THE PUTTI*, and this is a warning that should be heeded. The putti are child-like cherubs with feathered wings and evil chuckles, who flock together in the back alleys. It seems that the Gates of Pearl did once lead into the real State of Heaven, or at least another dimension which has similarities to the Christian Heaven. The mischievous putti generally work for others, perhaps an angel who has also found itself stranded on the wrong side of the Gates. Other supernatural creatures may also have crept through into the city, and it is wise for visitors to avoid them.

PUTTI

Attributes: Awareness 3, Coordination 4, Ingenuity 1, Presence 2, Resolve 2, Strength 1
Skills: Athletics 3, Fighting 2, Subterfuge 4, Survival 1
Traits: Alien, Distinctive, Flight (Major), Size – Tiny (Minor)
Story Points: 1

PLANETARY DATA

SIZE: Medium
GRAVITY: Earth-like
LAND MASS: Earth-like
ATMOSPHERE: Earth Standard
CLIMATE: Temperate
SATELLITES: 3
SENTIENT SPECIES: Humans
TECHNOLOGY LEVEL: 7

In the galactic recession of the Fourth Millennium, the profits of the major corporations reduced by twenty-five per cent but the bosses still awarded themselves big bonuses, among them the whaling companies that hunt the Galleen (*see V35*) for their meat and blubber to feed the colonies. In order to maintain their profitability, these companies operated in areas where the laws of the colony worlds couldn't reach them. In the case of the whalers, this was beyond the One Light Year Limit, where the remoteness from the authorities made adherence to regulations difficult to police.

The *SS Orcas* is a typical factory ship in the space whaler fleet. It is a truly massive craft, bigger even than the space whales that they hunt, which themselves grow to be almost a mile long. Unlike their quarry, which can dive into time over the event horizon, the *Orcas* is not time-capable and needs to lure the Galleen to the surface. They do this by broadcasting a mayday signal, relying on the stories of space whales coming to the aid of ships in distress. Although the *Orcas* is not capable of time travel, it can scan below the surface of time in search of Galleen, though the whales are capable of diving much deeper than the ship's equipment can detect. On the surface, no Galleen can outrun the factory ship, and it has weapons such as time depth charges on board which can force diving whales back up.

Once on the surface, the ship deploys its sensory amplification field to cause massive time distortion and disorient the whale. It can then be caught in the ship's tractor beam and drawn through the open bow gates and into the termination bay. Here, the messy business of dispatching the whale, cutting it open, ripping out its innards and rendering it all down is carried out by an array of machinery, such as laser flensers, excavators, organ probes and good old fashioned steam hammers and chainsaws. Much of the process is automated, though the crew still needs to monitor and maintain the machinery.

The interior of the *Orcas* is not a pretty sight… or smell. The air is saturated with the stench caused by the glycerides in Galleen blubber, strong enough to make the eyes water. Blood and filth are everywhere, accompanied by clouds of flies. Down in the lower decks, there have been sightings of rats the size of dogs swimming around with their young on their backs.

The commander of the vessel is Captain Greeg, a tough veteran with no pity for his quarry and looking only for the next pay cheque. He governs the ship with a tough belligerence and little patience. The ship's systems are controlled by a chirpy AI computer, though a virus introduced by the Doctor changed its personality first to a peace-loving environmentalist and then an elite computer gamer. Captain Greeg and his crew are always on the lookout for eco-activists sneaking on board to sabotage their hunt. These eco-freaks might call the shots on the colony worlds, but out beyond the One Light Year Limit, they can be dealt with more permanently!

CAPTAIN GREEG

AWARENESS	3	PRESENCE	5
COORDINATION	2	RESOLVE	4
INGENUITY	2	STRENGTH	4

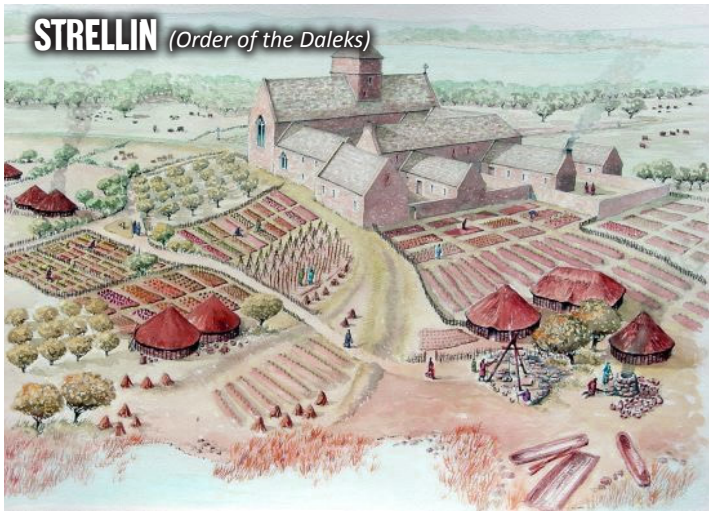
SKILLS
Convince 4, Fighting 3, Marksman 3, Technology 2, Transport 3

TRAITS
Argumentative
Authority (Minor)
Repulsive
Tough
Voice of Authority

EQUIPMENT
Energy Pistol: 5(2/5/7) or S(S/S/S) damage

TECH LEVEL: 7
STORY POINTS: 6

SS ORCAS
Armour: 10 **Hit Capacity:** 50 **Speed:** 8*
Traits: Scan, Transmit, Travel
Weapons: Sensory Amplification Field – S(S/S/S) damage to anything with Feel the Turn of the Universe
Tractor Beam - Capable of drawing in something as large as an adult space whale
Neural Torpedoes – 12(6/12/18) damage (locks onto the neural patterns of intelligent targets, providing +4 bonus to hit)
Time Depth Charges – Forces time travellers back into real space (Coordination + Resolve against Difficulty 12 to resist)
Story Points: 6
*Add the Pilot's Coordination to this score, then multiply the total by 100 to determine Speed in space.



The planet Strellin is renowned throughout the galaxy for its peaceful tranquillity. The Galactic Census classifies it as a Grade Three planet with no significant technology, no knowledge of other worlds and a culture similar to Medieval Europe. As such, it has a protected status and landings by off-worlders are strictly prohibited.

There are a number of sizable cities, but outside of these, the lack of any appreciable pollution makes the air almost pristine, tainted only by the natural smells of the countryside. Chief among these is the animal odour of the brandelak, a species of grazing herbivores similar in appearance to Earth buffalo. These gentle giants are migratory and travel in vast herds to the southern plains for the winter.

The indigenous people of Strellin are identical to humans. In the region that the TARDIS brought the Doctor and Constance Clarke (*see A4*), an area of moorland bordering the mountains to the west of the main cities, the only Strellans are the members of the Brotherhood of the Black Petal. Despite the ominous name, the Brotherhood is an ancient and peaceful order of monks who are noted for their exquisite work in stained glass. Their monastery is a magnificent structure, a wonder of timber, masonry and glass which is more like a palace. The main gates are large and imposing, but are skilfully decorated with patterns of carved flowers.

The Black Petal is a reference to the dream flowers (*see G4*), a plant from which the monks produce an extract that allows them to expand their consciousnesses to the extent that they now share a group mind. The Abbot who heads the monastery is Tanapal, a gentle but austere monk. Like many undeveloped cultures, the monks can be suspicious of unusual visitors. However, the Brotherhood is sworn to protect the sanctity of all life. If threatened, the novices can deploy simple weapons like staves and spears, but most prefer to greet strangers and learn more about them before jumping to the wrong conclusion.

Recently, something has changed at the monastery and the monks are even more reclusive than usual. Scanners may detect a faint subspace signal operating on a very narrow bandwidth in a repeating cycle like an SOS. The source of the signal is somewhere within the monastery and is an alien transmitter that the monks have recovered from a crashed spaceship. They have also rescued the five aliens who survived the crash… five Daleks (*see V112*), for whom the brothers are constructing replacement casings using their skills in lead and stained glass!

In order to keep the Dalek mutants alive while their new casings are being constructed, the monks are providing them with their own blood in place of the more usual nutrients. The concentration of dream flower extract in the blood has meant that the Daleks have been able to infiltrate the Brotherhood's group mind. The Black Dalek has gone so far as to take possession of the physical body of Abbot Tanapal, whose mind struggles feebly against its new alien controller. If the Daleks can be rescued from Strellin, they will be able to take the secrets of the dream flower elixir back to Skaro to further their conquest of the cosmos!

TANAPAL

AWARENESS	3	PRESENCE	4
COORDINATION	2	RESOLVE	5
INGENUITY	4	STRENGTH	2

SKILLS
Convince 5, Fighting 2, Marksman 3, Medicine 3, Science 8, Survival 4, Technology 8

TRAITS
Authority (Mind) - Abbot
Dark Secret (Major) – Possessed by the Black Dalek
Hypnosis (Major) – Only those within the group mind
Networked (Major)
Technically Adept

TECH LEVEL: 9
STORY POINTS: 4-6

PLANETARY DATA

SIZE: Medium
GRAVITY: Earth-like
LAND MASS: Earth-like
ATMOSPHERE: Earth Standard
CLIMATE: Temperate
SATELLITES: 1
SENTIENT SPECIES: Strellans
TECHNOLOGY LEVEL: 2

SYMBIOS *(The Crimes of Thomas Brewster)*

Two moons hang in the skies above Symbios and a dense field of stars is visible even during the day, but the clues that this is no ordinary planet are all around. Although the planet's surface is covered in jungle, there are no animals, birds or even insects to be found. The trees look fleshy and wet, almost like bones or spare ribs thrusting out of the ground, and the roots are more like twisting cables or veins. The ground itself appears to be pulsating and the air is heavy with a stench reminiscent to that of bile. The rivers that trace across the surface of Symbios flow with a thick red liquid like blood. A visitor will quickly come to the conclusion that the entire planet is one vast living organism. Beneath the surface are a series of tunnels with soft, squidgy walls, forming a complex of ducts or arteries on this living world, and people can be sucked down into them through the muddy ground and along the veins of the planet. Symbios can use this method to transport visitors around below the surface, intravenously so to speak, or to protect them in the event of attack.

The lifeforce that inhabits and animates Symbios calls itself the Locus, the Voice of Symbios. Thomas Brewster (see *The Fifth Doctor Expanded Universe Sourcebook*) described the Locus as being like spirits, except that they are not dead. They manifest as nothing more tangible than the sound of whispering wind or rushing water, and underneath is an eerie, alien heartbeat. The Locus have no physical bodies of their own, but they can take possession of others if they need to.

The Locus are in every organism and every cell on Symbios, from the ground beneath the feet to the very air itself. Normally, this would be an evolutionary dead-end, except that in the case of Symbios, one part has kept on developing: the genetic inheritance. The genes themselves developed their own intelligence, ghosts in the biological machine. Being one gestalt organism, all life on Symbios lives in perfect harmony and nothing here can die while the Locus still lives. Even visitors to Symbios can be brought back from the brink of death.

Symbios is a peaceful entity, but it has no means of defending itself against attacks. In such circumstances, it will need to acquire the assistance of others in order to protect itself.

The Doctor is known to visit Symbios on at least two occasions. In his sixth incarnation, he and Evelyn (*see A6*) assisted Thomas Brewster in saving the living world from being destroyed by the Terravores (*see V122*); and in an unspecified subsequent incarnation, he helped Symbios against the Drahvin menace.

THE LOCUS

Attributes: Awareness 6, Coordination N/A, Ingenuity 2, Presence 4, Resolve 4, Strength N/A
Skills: Convince 3, Knowledge 2, Medicine 6
Traits: Alien, Healer, Immaterial, Immunity (immune to all physical damage that doesn't harm Symbios), Invisible (Special Bad), Networked (Major), Possess, Psychic, Telepathy
Story Points: 6

PLANETARY DATA

SIZE: Medium
GRAVITY: Earth-like
LAND MASS: The Rock
ATMOSPHERE: Earth Standard
CLIMATE: Hot
SATELLITES: 2
SENTIENT SPECIES: The Locus
TECHNOLOGY LEVEL: N/A

TANTANE SPACEPORT *(Spaceport Fear)*

By the year 6127, Tantane Spaceport on the planet Tantane has been in lockdown for over four centuries. Within an impenetrable forcefield that has kept the atmosphere around the Spaceport intact, all those who were trapped inside at the time of lockdown have lived, bred and died for nineteen generations. Society within the Spaceport has warped and changed to reflect their environment. After four hundred years, there are two competing tribes: Economy and Business. Economy is led by an ancient figure called Elder Bones, a priest-like spiritual guru who protects and guides his people and leads initiates on mysterious treks within the Spaceport. Business is led by a ruthless executive called Director Bones (*see V28*), who has developed the strategy and business plan of the tribe and promotes from the ranks of the interns.

Within the Spaceport, Economy and Business each guard their own territory and venture out into disputed areas such as Duty Free, Customs and Baggage Reclaim on expeditions to scout out the enemy or retrieve new resources. Duty Free and Baggage Reclaim in particular may still contain useful artefacts, maybe even electronic gadgets whose purpose has been forgotten by the tribes, together with the batteries to power them.

The Spaceport is a twilit environment, with all windows securely shuttered and power being off except for very brief periods of "Summer". During Summer, the lights come on and the walls "breathe" as automatic doors open and close to form new configurations. The last time there was a Summer was sixty years ago, when a group of strangers arrived. Summer lasted two hours; the fate of the strangers is unrecorded.

Business currently control the Hydroponics area where food is grown and water is purified, and Economy have to raid it from time to time in order to survive. Hydroponics is the only area which has permanent power. Although attempts have been made to divert this into the lights and automatic doors, these have been unsuccessful. Apart from in Summer, the lights remain off and the doors remain either open or closed, as they were when the last Summer ended.

At the centre of the Spaceport is the Control Tower. This is forbidden territory, off-limits to both Economy and Business. In any case, it is the lair of a creature called the Wailer, who hunts stray initiates and interns in the labyrinthine corridors of the Spaceport. Its howls and wails resound throughout the Spaceport when it is loose. Unknown to the tribes, the Control Tower is also the refuge of Elder Bones, also known as Director Bones. He is one and the same person, a member of a long-lived race called the Palpane, who became trapped here when the Spaceport went into lockdown. He controls the Wailer (*see V134*), his attempts to smuggle it through Customs having triggered the lockdown four centuries ago. He has also been playing one tribe off against the other for his own purposes.

The Spaceport is periodically lashed by what both tribes believe to be storms which batter against the forcefield beyond the shutters. In fact, this is intermittent plasma bombardment by a Wailer fleet, here to rescue their stolen child. After four hundred years, the bombardment has destroyed the atmosphere of the now-barren planet.

Tantane Spaceport is a bizarre and self-contained environment in which the societies of Economy and Business have developed in a strange direction. The tribes know nothing of the planet outside or of the reasons for lockdown. They live in a twilight world and the concept of an open sky is difficult for them to comprehend. Their vocabulary is filled with spaceport terminology, and even these terms have become distorted over the generations. For example, "Duty Free" has the connotation of being free from responsibility; "Customs" is believed to have been named in reference to their ancestors' traditions; and "Sweet luggage!" is a profanity.

There were ten starships docked when the Spaceport went into lockdown. They're still here, protected by the forcefield from the Wailers' bombardment. If lockdown can be lifted and the forcefield shut off, they provide a means for the entire population of the Spaceport to escape to other worlds. Providing they can get past the Wailers…

Teymah is one of the Five Wonders of the Ursa Aquarii System. The planet itself is not particularly inspiring, with its dry, dusty surface, vistas of purple sand dunes often obscured by dust storms, and air that smells like pickled eggs and pear drops (caused by a mixture of sulphur compounds and diacetylformamide). But the remains of its long dead civilisation are stunning. Cities of incredibly ornate buildings which were constructed entirely of mud have stood the test of time and have survived for two thousand years since the race that built them vanished overnight in an Anomalous Extinction Level Event. Nobody is quite sure what caused it, but there is something beautiful about the empty cities of Teymah the people of this world left behind.

In 2190, Yce Mining have acquired an exclusive licence to drill for minerals on Teymah and have set up camp near to one of the cities. The mining site is incongruous on Teymah, a complex of so-called temporary buildings and walkways of a type used across this solar system and manufactured by Yce Industries. Its owner, Lyam Yce (*see V59*), has an interest in xeno-archaeology and has come in person in response to reports of the discovery of ancient Teymahrian artefacts, the first in sixty years or more. One particularly exciting discovery is a nine-metre diameter perfect sphere on the outskirts of the old Teymahrian capital, buried just a few metres below the surface. It is constructed of locally sourced minerals and metals, but it isn't something the Taymahrians could have built themselves. Scanning equipment indicates that it appears to be a solid piece with no empty spaces within. A series of inscriptions on it have so far proved impossible to translate. Another similar set of inscriptions has been discovered at a second dig site at a temple, though access is as yet restricted as the artefacts uncovered there have yet to be fully inventoried and catalogued.

Surviving Teymahrian myths tell of an ancient god who derived his power from a special cylindrical casket. The legends speak also of an ancient cult that tried to revive the banished god using the casket, but with the most terrible consequences. The extinction event perhaps?

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The Rosetta Stone for translating the inscriptions can be found at the dig at the temple, where the same inscription is written in several languages (including one translatable by TARDIS telepathic circuits). It reveals that the sphere was built by a member of an alien species, a Ninexis (*see V79*), who had arrived here centuries before. The inscriptions are a set of instructions that allow for the revival of the Ninexis, an electrical being which has been dormant within some of the artefacts for two thousand years. If an underground river can be diverted to flow beneath the sphere, it will provide enough energy to reactivate the Ninexie technology that will bring the creature back to life and enough power to allow it to reproduce by means of electromitosis.

The inscriptions also provide the instructions to open a hidden door into the sphere's interior. Despite Yce Mining's scans, there is in fact a small chamber inside, equipped with Ninexie artefacts and a central console which can control the power generation once the underground waterway has been properly diverted.

PLANETARY DATA

SIZE: Medium
GRAVITY: Earth-like
LAND MASS: Earth-like
ATMOSPHERE: Earth Standard
CLIMATE: Hot
SATELLITES: 0
SENTIENT SPECIES: None
TECHNOLOGY LEVEL: N/A

TIME'S END *(The Nowhere Place)*

Time's End is the theoretical point at which all cosmic laws break down, like light and time bending through a black hole but unimaginably worse. All the physical laws of the universe are depleted. Every interaction between matter, energy and time is distorted beyond reason. It is the final moment of destruction for everything. An insane maelstrom of utter chaos in the moment before nothing, no time or space. For those caught in that moment, it is without time or any physical laws to govern it. It is an eternity with all the chaotic forces of time and space. An eternity where anything is possible, except reason.

But there is something at Time's End. Mankind was not the first species to rise to dominance on Earth, nor were the Silurians. Billions of sentient species arose before them, over a period of fifty billion years. An impossibility given that the universe itself is only 13.8 billion years old. But these other species have been consigned to Time's End and the timelines they existed in have all been destroyed.

When the very first dominant Earth species launched a mission to venture beyond the solar system, something went wrong with the stardrive. An accidental mis-setting of the coordinates meant that the engines would be caught up in their own time warp. On its own, this would not have been catastrophic enough to have destroyed the entire race and removed their timeline. Something else happened contemporaneously and this primal race was consigned to Time's End, existing in torment for eternity. In their insane rage and jealousy, they determined that no other species that came after them should be able to leave the solar system. They were able to use the impossible powers of Time's End to ensure that any race that made it beyond Pluto would encounter a door where there wasn't one moments before, a fifty billion year old door to nowhere, to Time's End.

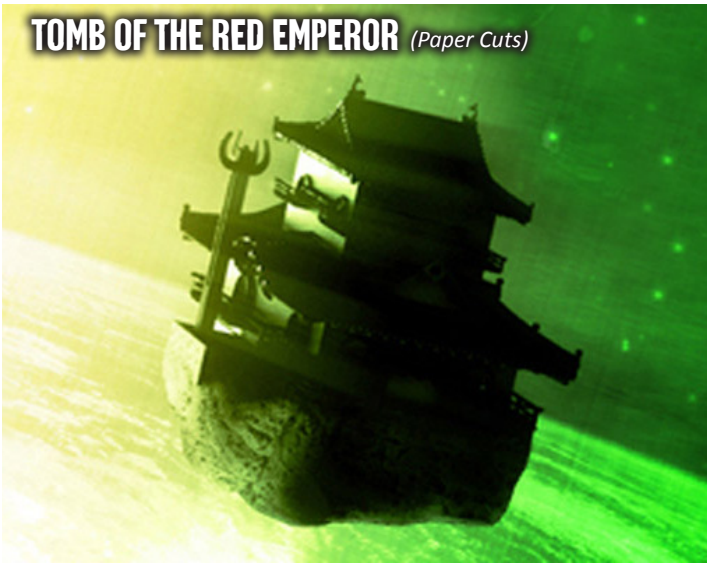
Encountering the door is always preceded by the ringing of a bell, not a physical sound but one in the mind of those who hear it. Hearing the bell is a terrible experience which strikes dread into the soul and confusion into the mind. Each victim must attempt a Difficulty 15 Ingenuity + Resolve roll (modified by Brave or similar) to resist a compulsion to find the door, open it and enter. Beyond is just a void of no time and no space, with perhaps the merest glimpse of something in the far distance. Anyone passing through the door will be pulled toward this, which soon resolves itself to be a gigantic alien mouth stretched wide open and intoning "Travel no further!" repeatedly. Within the mouth can be seen the pulverised but living and screaming remains of all the billions of creatures who have been drawn here before.

After the first victim has succumbed to the lure, more and more of their fellows will hear the bell and follow the same fate, until another species has been ripped out of time and space and the timeline they came from is utterly destroyed.

In mankind's timeline, the sound of the bell originates from 7th September, 1952, from a railway station on the Stapeley Moor Riverside Line, from the point in time that a train departs carrying Trevor Ridgeley and his security escort. Ridgeley is a War Office physicist working on rocket propulsion. He has idly doodled sketches of a stardrive for a futuristic spaceship. Although no one will pay any attention to them in 1952, at some point in the future they are the inspiration for the technology to take mankind to the stars. The ancient, primal race wants a time traveller to follow the sound of the bell and destroy Ridgeley's sketches, condemning mankind to an Earthbound future.

Very little is known of the primal race, their abilities, their appearance or even their name. The untamed forces of Time's End allow them to create the door and the effects surrounding it. They can create avatars for themselves capable of taking on different shapes, but apparently with limited ability to interact with the physical universe. But stats for this mysterious species have been left for the GM's imagination.

Because of the nature of Time's End, the primal race exists throughout all timelines. The additional factor that destroyed theirs was a nuclear strike against the door by the Earth ship Valiant in the vicinity of Pluto in 2197, a paradox providing the additional energy needed to shunt the timeline to Time's End. It may be possible to prevent the accident, but that would negate all other timelines, including the one in which mankind exists.



No Emperor of Draconia is believed to truly die. They merely pass from our world and continue to reign in Imperial Heaven. When the Fifteenth Emperor, the Red Emperor, ascended in the Eightieth Year of the Blood (in the mid-21st Century by Earth reckoning), his physical form was interred in his tomb, which was then launched into orbit above Draconia to join those of his fourteen predecessors. Fifteen floating tombs like palaces form an orbiting Necropolis, each one in the architectural style of their time.

Inside the Red Emperor's tomb, chambers are formed of sliding walls of paper similar to the fusuma screens of Japan. When the outer walls of the tomb are sealed, many of them slide and fold in, the floors buckling and rising into the walls as the outer rooms disappear. Anyone foolish enough to be in these rooms at the time, is likely to find themselves trapped and possibly crushed.

In the centre of the tomb are the more solid walls surrounding the Emperor's chamber, and within this is the door to the Treasury, a sealed room containing the wealth the Red Emperor has taken with him into Heaven. The Treasury is filled with gold, silver and jade, statues, robes, weapons and all manner of other artefacts. Dominating the chamber are fifteen life-size figures, a half-set of pieces for the game of Sazou, Draconian chess. But unlike the more usual (and smaller) carved pieces, these are origami warriors, each folded out of a single sheet of thick paper in exquisite detail. The Red Emperor's pieces are red, and each of the other Emperor's tombs contains their own set of fifteen Sazou warriors in their own imperial colour.

At noon on the day of the Red Emperor's interment, the Tombkeeper supervises the beginning of three days of contemplation by four vigilants selected by the Emperor himself. The Red Emperor has chosen his four to represent the Highest, the Lowest, the Bravest and the Wisest of his world. The vigil will culminate in the reading of the Emperor's decree in which he names his successor, after which the Tombkeeper and the vigilants all return to Draconia, leaving the Emperor to his eternal rest.

The functioning of the tomb is maintained by the Red Shrine System, a voice-responsive computer which controls all operations. All of the tombs are powered from a central power house, the Temple of the Spilling Sun at the heart of the Necropolis.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

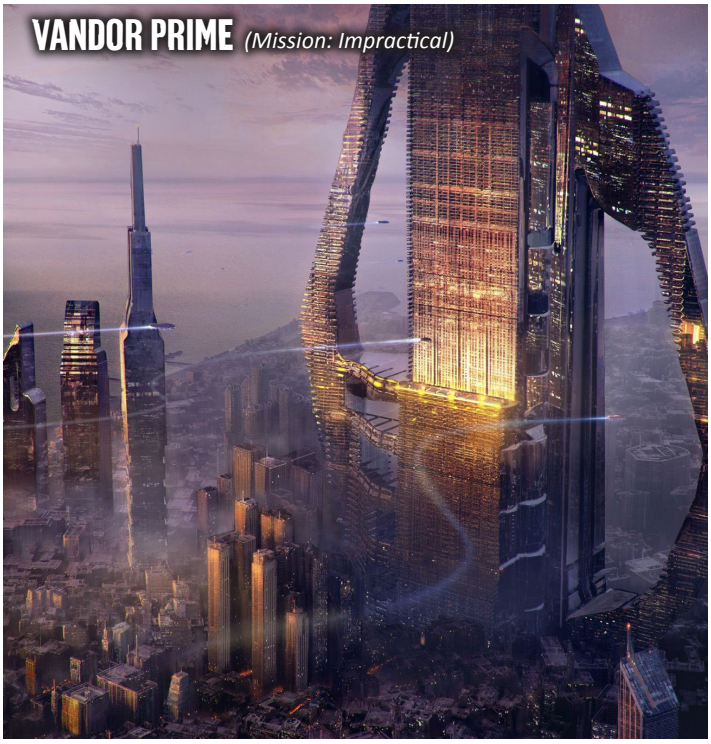
There is a secret that successive Tombkeepers and their priests have guarded for a thousand years. The wisdom of the Emperors cannot be lost. The Emperors are embalmed alive and interred in a lash-up of machinery that slows their metabolism to a virtual standstill. They are kept ticking over for ever, trapped in a living lying-in-state hell so that they may be consulted by the priests. In each of the fifteen tombs of the floating Necropolis, an Emperor lies deathless but unmoving.

The Deathless Emperors are provided with things to occupy them. The paper walls of their chambers are treated to respond to their thoughts, picking up their memories and painting them alive and complete with sound effects. The Emperors also play games with each other, which is why each has a half-set of Sazou pieces in their colour. They play each other across eternity, the pieces animating and responding to their master's thoughts and flying across the spaces between the tombs to manoeuvre and fight the opposing sets.

The Sazou pieces are created from a sort of neuro-technologically responsive paper with razor sharp edges. The Sazou can fold and refold themselves into different configurations to fly between the tombs or squeeze through gaps, always returning to their designated shapes: the Charger, the Snake Warrior, the Redoubt and others. They respond to the thoughts of the Deathless Emperors, moving in turn according to their commands. They will attack any opposing piece on sight, and the Deathless Emperors may designate living people as surrogate pieces. The paper of their forms is thick, more like parchment. It has an odd, clammy texture, and pieces that are torn off are still animate. The minds that drive them, the minds of the Deathless Emperors, are aggressive. Especially the First, the White Emperor, the most powerful and savage of all.

SAZOU

Attributes: Awareness 3, Coordination 4, Ingenuity 1, Presence 1, Resolve 4, Strength 5
Skills: Athletics 3, Fighting 4
Traits: Adversary (Minor: Opposing Sazou players and pieces), Alien Organs (Special), By the Program, Environmental (Minor: Can survive the vacuum of space,) Flight (Major), Natural Weapon (Minor: Paper Blades - Strength +2 damage, Armour-Piercing - ignores the first 10 points of armour), Psychic, Robot, Tough
Story Points: 1



Vandor Prime is the fourth planet out from the star Gamma Delphinus. In the 60th Century, its capital, Neo Delphi, is a crusted mass of shifting rockcrete and metal that covers a chunk of the southern continent like a scab. Most people call it the Jewelled City. The planet was originally colonised as a source of jethryk, but the mining boom has long since died out, and it has reverted to being just another human world. Nowadays there are no more jewels around than there are in any other colonial capital.

Wide streets and narrow alleys are cut deep into the highrise flesh of the city. Transit tubes and roadways drape the enormous buildings like tinsel on a Christmas tree. Between the uppermost buildings that grow from the roofs of those below, the floating malls and apartment blocks dodge each other at a snail's pace. Immensely long transit elevators tether the exclusive geostationary asteroid neighbourhoods to the sprawling body of the surface city.

In the deeper and darker areas of the city it sometimes doesn't get fully light at all. It's not so much the shadows cast by the surrounding buildings that keep it dark, but a sort of omnipresent cloud of twilight. It's almost as if the population's thoughts are psychokinetically warping reality itself. Either that or no one has properly programmed weather control. Conversely, there is a permanent twilight even after the sun has set, cast by reflections from Vandor Prime's atmosphere.

The seat of Vandor Prime's government resides in the plush chairs of the Forum at the heart of the Jewelled City. The actual legislative council sits in a large circular debating chamber halfway up a gilded spire. At the foot of the spire, the marbled outer halls of the Forum are constantly filled with milling politicians and diplomats from various GalSec worlds.

Vandor Prime's third and smallest moon was settled centuries ago by miners. The place has long since been mined out, and the inhabitants almost starved, never having got back above the poverty line. For the moment, however, the government subsidises them by sending ships so old that their scrap value exceeds their profit margin, and allowing the populace to dismantle them and sell the scrap.

Above the surface of Vandor Prime is the Thor Orbital Facility, the only place on the planet where temporal engineering is permitted. Its name is something of a misnomer, as it's not actually in orbit around Vandor Prime. The designation is merely part of the secrecy surrounding the government Security and Intelligence Division's research and development complex. Powerful gravitational repulsor fields allow it to descend far enough to spend most of its time in the upper atmosphere. They also enable it to move around, so as to avoid being definitively pinpointed by anyone who might wish harm upon it.

Theoretically, something as large as a five-mile-wide asteroid should be easily detectable by any sensor on the planet, but the theory doesn't allow for such an object being slightly out of phase with the local space-time continuum, keeping it one hour ahead of local time. The Facility is visible to the naked eye when sub-orbital, of course, but avoids such inconvenience by largely adopting holding patterns over uninhabited areas of the planet.

Almost three and a half millennia before the Sixth Doctor's visit to Vandor Prime, the Seventh Doctor's companion, Bernice Summerfield, grew up there in the 26th Century.

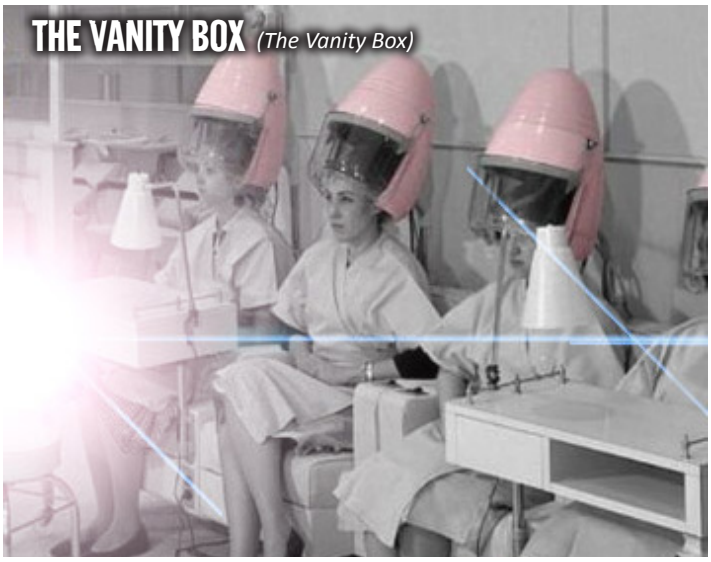
THOR ORBITAL FACILITY

Good Traits: Advanced Technology (Temporal Technology), Armoury, Computing Power, Database Access, Defence Systems, Internal Sensors, Laboratory, Landing Pad (Starship Docks), Minions (Research Staff), Mobile Base, Secret Base, Troops

Bad Traits: Dark Secret (Location of the Tzun Data Core), Isolated, Main Reactor

PLANETARY DATA

SIZE: Medium
GRAVITY: Earth-like Gravity
LAND MASS: Mostly Land
ATMOSPHERE: Earth Standard
CLIMATE: Temperate
SATELLITES: 3
SENTIENT SPECIES: Vandorians (humans)
TECHNOLOGY LEVEL: 8



'Ere's your 'alf of stout, Winnie.

Thanks, Nesta. Have you seen the state of that hairdresser's over near Corporation Street? You know, t' one what used to be run by that Renie Scallop, God bless 'er soul. Well, since she took a tumble off t' viaduct, it's been taken over by a very odd looking bloke. Monsieur Coiffure, 'e calls 'imself. Hair like a French poodle and an accent to match! Though when he forgets 'imself, 'e sounds fresh out of Salford and no mistake!

I've seen it, Winnie! I mean, how could you miss it with its front all lit up like that? And as for the chintz! Excessive is the word I'd use! And what about the new name? Vanity Box? Vanity's just about right!

Well, Nesta, I've heard there's been some very strange goings on. Very peculiar like. That Bessy Tiplington, her that puts on those airs and graces, she went in for a shampoo and set, came out a different woman. I can't say she didn't look good on it though.

Ooh I know, Winnie! I caught sight of her over on Abattoir Road and couldn't believe me own eyes! She's fifty if she's a day, but she looked thirty years younger. Whatever this Monsieur Coiffure did to 'er, it's a miracle.

Miracle, Nesta? More like t' work of t' devil! She told me she'd been… regressed. Same wi' that Lily Cook. You know, Lily Tatlock as was. She came out looking better than she ever did, even back then. Lily told me Monsieur Coiffure used a very strange machine on 'er. Looked like nothing more than a glowing, hovering white box. He put it over her head and, you'll never guess what, Lily said it felt like she were being licked all over!

Well I never did!

There's more. Turns out Monsieur Coiffure found it floating down t' Ship Canal. While Lily were there, being finished off like, a strange looking Southerner barged in. Loud, 'e was, and dressed in all the colours of the rainbow. Started shouting the odds at Coiffure, and Lily 'eard it all. The Southerner reckoned the box is "very advanced alien technology" from "another dimension", it you can believe it! And that when it "regresses" people, it "drains their psychic energy" and takes their lives off them in huge chunks.

A bit of a barm cake, was 'e?

Well, 'e were Southern, so you can't expect much else. Coiffure were 'avin' none of it mind, but the Southerner told 'im the box contained "a very powerful and ancient entity from somewhere beyond" that could do "untold damage" here in Salford in 1965. Said it were somethin' called "the Wishing Beast" (*see V136*). Well, he grabbed the box and made off wi' it. Next day, Bessy and Lily were back to normal. Older than they used to be, if anything.

Ooh, makes me skin crawl to think of it! Another 'alf of stout, Winnie?

MONSIEUR COIFFURE

AWARENESS	3	PRESENCE	4
COORDINATION	3	RESOLVE	3
INGENUITY	3	STRENGTH	2

SKILLS
Convince 2, Craft (Hair Dressing) 3

TRAITS
Distinctive
Eccentric (Minor) – Accent varies from French to Salford seemingly at random

EQUIPMENT
The Vanity Box: The box removes a decade of apparent age and adds one year of chronological age for every Story Point it drains from its subject.

TECH LEVEL: 5
STORY POINTS: 4

Whilst the 1st Doctor spent some time on Venus 3 billion years ago when the indigenous culture was facing extinction (see *The First Doctor Expanded Universe Sourcebook)*, the 6th Doctor visited Earth's neighbour in the far future, when the planet was once again habitable. In this remote period, it is the Earth which is now lifeless, having been stripped of all its resources, and some of the human race have migrated to Venus, terraforming it so that they can survive there.

The humans who have populated Venus are a far cry from their ancestors. They have undergone genetic alterations to help them survive on their adopted world. The most visible sign of this is that they are covered in a green, fur-like plumage. These Human-Venusians have a matriarchal society ruled by the ruthless Grand Empress Vulpina. The males of this civilisation have been reduced to small, pomegranate-sized creatures with limited intelligence, who are attached to the sides of the females for breeding but later drop off. They rarely even speak.

The Human-Venusians live in a floating city called Amtor, which is kept aloft by means of elevation balloons, and travel in air-yachts. The city contains oxygen factories, helping in the terraforming of Venus. The rulers of Amtor have enslaved many members of Venus's previous dominant lifeform, the Thraskins, to act as their servants. Thraskins are lemur-like humanoids with large ears and long feet.

The skies of Venus in this era are a vivid lilac. Much of the surface below the city is a wilderness of plains and jungles. In recent months, many new species have mysteriously appeared on the planet, only to be hunted by the Human-Venusians. Plants, insects and arthropods, and more recently reptiles and other more complicated lifeforms, all examples of species that were once native to Venus. A notable example is the Shanghorn, a horned pachyderm which is herbivorous and normally docile. Shanghorns are susceptible to psychic control and can also be sent to sleep by music.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Thraskins are the young children of the Cytherians who once ruled Venus (presumably long after the demise of the original Venusian civilisation, 3 billion years ago). With the depletion of fossil fuels and the start of a runaway greenhouse effect on their world, the Cytherians retreated into cryogenic suspension, sealed within ice in what the humans call the Forbidden Caves. They took with them samples of all the plant and animal life on Venus.

Cytherians can combine their minds into the body of a single Thraskin, and before they entered hibernation, their greatest minds combined to create Vepaja, an ancient, shrivelled individual who would act as their teacher and ambassador, gifting him with powerful psychic abilities. Shortly after the humans arrived, Vulpina chanced upon the caves and encountered Vepaja. Promising to help, she instead released the animals and took many Thraskins prisoner.

When the Doctor visited Venus a few centuries further into the future (but earlier in his personal timeline), he found humans and Thraskins to be living together in harmony.

THRASKIN

AWARENESS	3	PRESENCE	2
COORDINATION	4	RESOLVE	3
INGENUITY	2	STRENGTH	3

SKILLS
Athletics 3, Fighting 1, Subterfuge 3

TRAITS
Alien
Alien Appearance

TECH LEVEL: 5

STORY POINTS: 1-2

NOTE: Other than Vepaja, adult Cytherians have not been seen. But they are likely to have higher Attributes and Skills.

VEPAJA

AWARENESS	3	PRESENCE	4
COORDINATION	2	RESOLVE	6
INGENUITY	5	STRENGTH	1

SKILLS
Convince 1, Knowledge 3, Science 2, Subterfuge 3, Technology 4

TRAITS
Alien
Alien Appearance
Psychic
Size – Tiny (Minor)
Telekinesis
Telepathy

TECH LEVEL: 5

STORY POINTS: 6

SHANGHORN

Attributes: Strength 10, Coordination 2, Awareness 2
Skills: Athletics 2, Fighting 1, Survival 3
Traits: Natural Weapons (Minor: Horns – Strength +2 damage), Trample (inflicts Strength damage to any creature it runs over, plus can make an additional attack with its horns), Size – Huge (Minor), Tough, Weakness – Susceptible to psychic control by anyone with the Telepathy trait (assume Presence 1 and Resolve 1) and sent to sleep by music

HUMAN-VENUSIAN RACE PACKAGE
Cost: -2 points
Traits: Alien Appearance (-2)

PLANETARY DATA

SIZE: Medium
GRAVITY: Earth-like
LAND MASS: Earth-like
ATMOSPHERE: Earth Standard
CLIMATE: Temperate
SATELLITES: 0
SENTIENT SPECIES: Human-Venusians; Thraskins
TECHNOLOGY LEVEL: 5

VIENNA, 1948 *(Quicksilver)*

In the years immediately following the end of the Second World War, Vienna and Austria in general are under occupation by the victorious Allies. In March 1945, the Russian army had crossed the Austrian border, followed by the Americans and the French in April, and the British in May. With Austria once again declared to be independent of Germany, the Allies divided the country into four sectors. The same was done with the capital, Vienna, with the addition of an International Zone in the central area of the city.

By 1948, when the Doctor and Constance (*see A4*) arrive in Vienna, the four occupying powers have formed the Allied Control Council and take it in turns to police the International Zone on a monthly rotation. They keep the peace using the famous "four in a jeep" method, with one soldier from each country. But there is friction between the Allies. Vienna is deep within the Russian controlled sector of Austria, and the other three Allies harbour fears that the Soviets will refuse to relinquish their control, leaving Vienna as an island in a similar manner as Berlin in East Germany.

Despite the presence of the occupying Allied powers, there is an elected Austrian government. The elections of November 1945 resulted in a coalition government between the Austrian People's Party, the Social Democrats and the Communists, with Karl Renner of the Social Democrats being appointed President. Since June 1946, decisions of the Austrian government can only be vetoed by the unanimous vote of all four Allies, an important lessening of the power of the occupying countries.

Food production and distribution are a huge problem in post-war Austria, made worse for the other three occupying powers as the majority of the country's agricultural production lies within the Russian sector of the country. Rationing is in force, and the majority of this is supplied by the United Nations Relief and Rehabilitation Administration (largely replaced by American aid via the Marshall Plan, which begins in 1948). In April 1947, the situation had become so bad that the government was unable to distribute any food, and there were violent food riots in Vienna the following month.

During the final days of the War, Vienna suffered enormous damage from British and American air raids, and from artillery duels between the Germans and the Russians. Many of those parts of Vienna still standing are undoubtedly beautiful. But unfortunately, many streets were reduced to rubble and it will be many years before reconstruction makes a visible difference to the city. The bombed out back streets near Hoher Markt are the haunts of pickpockets, racketeers and black marketeers of the type exemplified by Harry Lime in *The Third Man*. As depicted in the film, Vienna is a cynical and exhausted place where shady deals are done in dark alleyways and abandoned buildings.

In contrast, many of the magnificent old buildings have survived, including the Baroque imperial palaces of the Hofburg and Schönbrunn, the latter currently acting as offices and garrison for the British. Perhaps the most famous symbol of Vienna which still stands is the Wiener Riesenrad, the Ferris wheel in the amusement park in the district of Leopoldstadt. It was badly damaged during the War and only 15 of the original gondolas have been replaced. But in 1948, it is the world's tallest Ferris wheel, and any adventure in Vienna might feel incomplete if it doesn't include a scene or two featuring the Riesenrad.

VILÁG *(Arrangements for War, Thicker Than Water)*

The planet Világ is remarkably similar to Earth in terms of size, gravity, atmosphere and climate. The dominant species is almost identical to humans and the two share many cultural similarities. A time travelling visitor from 21st Century Earth would be forgiven for thinking that they had arrived on Earth in the near future. Or if not Earth, an Earth colony. Világ is divided into three competing nation states, though these are in the process of becoming more unified under the terms of a Kingdom Alliance. The technology is around the same level of 21st Century Earth, with transport options including cars, trains, planes, helicopters ("blade shuttles") and ships. They have television, radio and telephone, or at least very close analogues for these technologies. Weapons are still largely at the stage of projectile guns and missiles.

Geographically, Világ has a single large land mass which is divided between the three countries. The two major nations are Galen and Malendia, which have a history of conflict behind them, at least until the current negotiations between the two to agree the terms of the Kingdom Alliance. The third country is the smaller Kozepén, which lies between the other two (though it still has a coastline). Galen and Malendia have a time difference of three hours, while Kozepén is an hour behind Galen.

When the Doctor first visited Világ with Evelyn Smythe (*see A6*), Galen and Malendia were constitutional monarchies. Galen's government was led by Paramount Minister Mortund. Kozepén's head of government was Governor Rossiter (*see A70*). Rossiter and his country have had to walk a fine diplomatic line between their two larger neighbours. The Kingdom Alliance is to be ratified by an arranged marriage between Princess Krisztina of Galen and Prince Viktor of Malendia to seal the union of superpowers, though not everyone is in favour. Plenipotentiary Suskind of Malendia (*see V84*) is a vocal opponent of both the Alliance and the marriage.

Very little is known of the flora and fauna on Világ, other than that the botanical gardens in Galen's capital city contain xenoblossoms, a flowering plant which chimes musically when one passes. At close quarters, the resonance can become overwhelming and it is not unknown for an unwary admirer to pass out (requiring a Resolve + Strength roll at Difficulty 9 to resist).

Many of the names in use on Világ are very similar to those on Earth, and in some cases are identical. Names such as Sofia, Andrew, Krisztina, Viktor and Marcus have been encountered by the Doctor. This could of course be nothing more than a coincidence, albeit a remarkable one. But perhaps it points to the planet having originally been settled as an Earth colony, now independent of imperial rule. If so, the people of Világ do not appear to have kept up contact with their world of origin, or indeed with any other extra-Világan species. In fact, although their technology is at the stage of local space flight, there is no evidence that they have ventured further afield or are aware of alien races. An attack from beyond Világ has seemingly never occurred to the rulers of the planet's three nations, though the Kingdom Alliance would certainly help in coordinating the defence of Világ should such an eventuality occur. If the Alliance were to be disrupted, then the outcome of an attempted invasion would be much less certain!

The Doctor returned to Világ shortly after the Kingdom Alliance had come into being, at which time Evelyn decided to remain there and make a life with Governor Rossiter. Three years later, the Doctor returned to Világ to introduce Mel to Evelyn. By this time Evelyn had married Rossiter, who was now Principal Triumvar, head of the tripartite planetary government that had unified Világ.

PLANETARY DATA

SIZE: Medium
GRAVITY: Earth-like Gravity
LAND MASS: Earth-like
ATMOSPHERE: Earth Standard
CLIMATE: Temperate
SATELLITES: None
SENTIENT SPECIES: Világans
TECHNOLOGY LEVEL: 5

The *Vipod Mor* is a galactic survey vessel with a ten-year mission to study all the planets of the Setna Streen galaxy. When its mission was first proposed by the interplanetary council, it was intended to survey merely the tourist possibilities of each planet in the galaxy. But its brief quickly widened to cover a thorough archaeological and anthropological study too.

Instead of hiring a freighter, as had been the original plan, money was found to build a proper survey ship, which was to include all the necessary facilities vital to such a mission. It took five years to construct the craft and, when finished it was the finest of its kind. As a token of good will, it was painted green, the Setna colour for peace. Now all the ship lacked was a name. At first this proved difficult, as each planet which had contributed to its funding wanted one which reflected its own particular endeavour and commitment to the project. It wasn't until someone suggested the name *Vipod Mor* that the problem was solved. "Vipod Mor" had been the name of a mysterious being who had appeared five hundred years previously. He had claimed to be a Time Lord and warned the people of Stena Streen against the dangers of experimenting with time travel. Nowadays, the whole thing is generally considered to have been a hoax.

The *Vipod Mor* is powered by warp engines capable of flinging it across the vast interstellar distances. But eight years into its mission, it seems that everything aboard the ship is wearing out at the same time (despite the Chief Engineer's assurances that this is just not possible). Even the ship's AI computer has become a little scatty, often forgetting or confusing her instructions, or offering false or irrelevant data. Her high-pitched, squeaky voice with its unconvincing American twang does nothing to instil confidence in her.

As for the commanding officer of the *Vipod Mor*, Captain Slarn (*see V15*) is one of the most repulsive and obnoxious creatures one is likely to encounter. His ability to spontaneously generate infectious and contagious diseases within his own body, and his habit of using these to discipline the ship's crew, make him even more repugnant. Fortunately, he spends most of his time wallowing in his lava bath in his private quarters, in order to find some relief from the symptoms he himself has developed. Slarn does not seem particularly concerned about the frequency of disappearances among his crew. It would seem that something monstrous is prowling the miles of corridors in the lower decks of the *Vipod Mor*, picking off lone maintenance technicians and other unfortunates.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The ship's problems – at least those not caused by the incompetence and negligence of its Captain – are due to its computer having developed a split personality. The friendly if ditzy persona is only its public face. Behind this, and completely unknown even to that façade, it has developed something it likes to think of as its "inner spirit". This aspect is much more serious and indeed more competent.

The survey mission has allowed the computer to gather knowledge of all the wars and destruction that the civilisations of the Setna Streen galaxy have caused, and it has decided to do something about it. It has developed theories about time travel and intends to take the *Vipod Mor* back to when the galaxy was still young. The computer will act as midwife to all the new lifeforms that will appear, putting right all their inherent faults so that the galaxy will develop to be a much more peaceful place. Although well intentioned, this scheme spells disaster for the history of the universe at large.

In the meantime, the computer has reached back in time and brought a Maston (*see V65*) on board. This relentless predator, extinct for half a million years, acts as a distraction for the ship's crew while the computer completes her secret mission.

THE COMPUTER

Attributes: Awareness 4, Coordination N/A, Ingenuity 2, Presence 3, Resolve 2, Strength N/A
Skills: Knowledge 3, Medicine 2, Science 4, Technology 4, Transport 5
Traits: Alien Organs (Special: part of the infrastructure), Eccentric (Major), Forgetful, Networked (Major: The ship's systems), Robot, Slow (Major: Immobile)
Tech Level: 7
Story Points: 4

THE VIPOD MOR
Armour: 8 **Hit Capacity:**30 **Speed:** 10*
Traits: Scan, Transmit, Travel, Vortex
Story Points: 10
*Add the Pilot's Coordination to this score, then multiply the total by 100 to determine Speed in space

GADGETS AND ARTEFACTS

THE ABLATIVE *(Planet of the Rani)*

When the Doctor was still a student at the Academy, he created a grey bacteria so basic that it verged on nothing at all. He named it the Ablative. In contact with organic lifeforms, the Ablative reduced them to the same mental state as itself, and when this was discovered by the authorities, the Doctor was almost expelled. The Academy hushed up the ensuing chaos and destroyed all the samples, or so they thought. But the Doctor's fellow student, Ushas, had stolen one and kept it for future experimentation. Being so basic, it does not degrade in long-term storage.

Several centuries later, Ushas is now known as the Rani (*see V95*), and she has refined the Ablative to a medical level. The Rani used the Ablative in her Great Experiment on the people of Miasimia Goria (*see L59*). The refined version pares down a person's thoughts so that all extraneous mental processes are cleared. The subject focuses on one single instruction which can be planted in their minds. On Miasimia Goria, the effects of the Ablative have been devastating. Its victims were unable to sleep, descended into violent rage and finally fell into a mindless torpor bordering on the vegetative. The lone success of the experiment was Raj Kahnu (*see V94*), a child prodigy who has grown into a towering if unstable intellect and who now rules the ruins of Miasimia Goria.

In game terms, anyone exposed to even a microscopic amount of refined Ablative must make a contest of Ingenuity + Resolve every ten minutes. Difficulty starts at 15 and increases by 1 on each subsequent roll. Failure results in a loss of 2(1/2/3) Attribute points split among Ingenuity, Presence and Resolve. Unless an anti-serum is administered, the rolls are repeated every ten minutes until either the victim's three Attributes are all reduced to 1 (at which point they also gain the Enslaved trait), or a Fantastic result is achieved, in which case the victim's Ingenuity is increased by 1(0/1/2) points.

The Rani hasn't developed an anti-serum. The Doctor speculated that, in theory, if raw Ablative is exposed to the Rani's refined version, the two would cancel each other out.

THE ABLATIVE [Major Gadget]
Traits: Infection
Cost: 2 points

THE ACHERON PULSE *(The Acheron Pulse)*

The Acheron Pulse is a terrible weapon developed by the warlord Tenebris and used by his Wrath army in his plans for revenge on the Drashani Empire.

Housed in the Pulse Chamber on the Wrath flagship (*see V138*), the Acheron Pulse is a psychic weapon that fires an incredibly strong beam of focused radiation. The Pulse does not kill its victims. Instead, it distils away their higher brain functions, hurling their psyches into an extradimensional purgatory that Tenebris (*see V121*) calls the Undervoid and mutating their physical bodies, leaving behind just the bestial, mindless Igris (see *The Fifth Doctor Expanded Universe Sourcebook*). The sheer power of the Pulse causes a temporal backwash sufficient to knock a TARDIS off course and to warp space itself.

Initially, the Acheron Pulse was powered by pulse batteries scavenged from derelict ships on the planet Sharnax when Tenebris was stranded there. It had a range of 30,000 kilometres and could affect targets as large as a space station or a small town. But once the Wrath had captured a Drashani starliner, they acquired its Praxis Valve which increased its power more than a millionfold. Now, the Acheron Pulse can be used against an entire planet or it can be focussed on an individual lifeform. However, the larger the target, the longer it takes to power up. A small field of effect is a matter of seconds; a spaceship or station requires around half an hour or so; and an entire world would need several hours for complete planetary conversion.

A victim of the Acheron Pulse will find their skin and flesh begin to stretch and swell, distorting as the genetic mutations take effect. Bones warp and crack, taking on new configurations. And the mind itself is distilled away as their psyche is moved into the Undervoid, a formless dimension filled with the lost souls of those who were victims of the Acheron Pulse. Finally, all that is left of the victim is an Igris, a bestial creature of instinct.

In game terms, a victim must make a Resolve + Strength roll at Difficulty 15. Failure means that their Ingenuity is reduced by 1(1/1/2) points. While the Acheron Pulse remains activated, additional rolls are required at a frequency determined by the GM and dependent on the size of the area being targeted by the Pulse, as described above. Once Ingenuity reaches zero, the victim has been transformed into an Igris (see *The Fifth Doctor Expanded Universe Sourcebook* for stats).

THE ACHERON PULSE [Apocalyptic Gadget]
Traits: Infection (Major), Area Effect (Major x8; see *The Black Archive*), Slow (Major Bad)
Cost: 18 points

Note: These stats are for the Acheron Pulse powered by the Praxis Valve. The version powered by pulse batteries merely has 3 levels of Area Effect and is a Special Gadget costing 6 points.

CATALYSTS *(Industrial Evolution)*

Catalysts are machines intended for use in emergency situations. The Cahlian posing as Samuel Belfrage (*see A72*) bought one from a Vislak loss-adjuster, who told him that his people carry them as standard. By its nature, a Catalyst's appearance varies, but they usually start off as a unit capable of being carried by one man (or one Vislak). As they begin their work, Catalysts grow and modify themselves to become more effective.

The notion behind the Catalyst is that it's impossible to carry a spare for every part on a spaceship. And even if you know how to build a part you don't have, the knowledge wouldn't be much use if you crashed on a planet which doesn't have a high enough level of technology to enable you to do so. In that eventuality, you're meant to give the Catalyst some examples of the best local tech to play with, and then it accelerates the technological level using its own data banks. You give it a machine, and it uses that machine to make more advanced machines, and so on, and so on. The Catalyst generates swarms of nanites to carry out its work, which if left unchecked reproduce at an exponential rate.

A Catalyst's control device is intended to limit what it does and to keep track of everything the Catalyst makes, to prevent advanced tech getting into the wrong hands. But if you lose the control device, you need a control device to find the control device…

CATALYST [Special Gadget]
Traits: Control (Control), Convert (Special: converts machines into other machines; including living flesh), Replication (Major)
Cost: 8 points

CHRONON BOMBS *(Of Chaos Time The)*

Chronon bombs are very nasty weapons designed to destroy an enemy's chronology and wreck their time continuum. The effects vary according to the temporal awareness of the species caught in the blast. But for most non-time aware races (i.e. anyone without Feel the Turn of the Universe) the effect is to trap them in a special type of time loop of accelerated chronology coupled with time distortion. In layman's terms, they rapidly age from being a new-born baby to being on the brink of death by old age, and then rejuvenate just as fast, each cycle taking only a minute or so. Anyone trapped in this cycle is incapable of taking any effective action, and anything they do attempt is subject to a -8 penalty (and may be prevented entirely by the frailty of extreme youth or age). Even speaking is an effort of will.

Against time aware species (those with Feel the Turn of the Universe), the effects are significantly different. Instead of an endless cycle of ageing and rejuvenation, the victims are dislocated in time, their consciousness jumping backwards and forwards along their own continuum. The experience is befuddling, with translocations in both time and space meaning that the victims witness effects before the cause, or jump back to previous actions without warning.

In both of the above cases, the time dislocation is infectious. Anyone entering an affected area or coming into contact with an affected character must make a Difficulty 12 Resolve + Strength roll for every Round of exposure or be similarly infected.

The effect of a chronon bomb is perpetual unless advanced temporal engineering is available, though a significant surge of chronon energy may be enough to reset the local continuum.

Chronon bombs come in varying sizes and require the expenditure of Story Points to detonate one successfully. For 1 Story Point, the bomb will affect a single person or small area target. For 2 Story Points, it will affect an area the size of a continent. And for 4 Story Points, it will affect an entire planet. Time travel within an affected area is impossible.

CHRONON BOMB [Special Gadget]
Traits: Time Dislocation (Special; see text for effects)
Cost: 8 points

COMMS VIRUS *(Urgent Calls)*

The Doctor found – or experienced – this alien virus on Earth in 1974, but it was undoubtedly created by a technology far in advance of the 20th Century. It is a very sophisticated bio-engineered virus which is transmitted by telephone. It was presumably originally developed to use other forms of communication, but it is impressively versatile and had adapted itself to the primary way that humans communicate over distances in the 1970s.

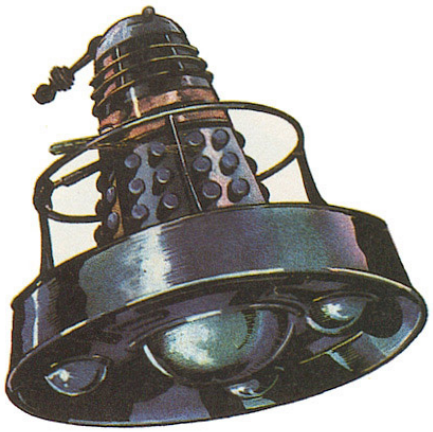
Anyone who is infected makes subconscious mistakes the next time they use a phone. With a successful Difficulty 12 Ingenuity + Resolve roll, the virus makes you dial the wrong number. It also generates a coincidence field so that you call someone who can help you in whatever predicament you find yourself, or whom you can help in theirs. The virus also transmits itself to that person, who then transmits it to the person they call next, and so on until the virus reaches the end of its life span.

The technology was probably developed with a military application in mind. The Doctor speculated that it was likely to have been intended for sleeper agents in enemy territory. The virus would enable them to contact each other without having to carry any incriminating contact details. They would randomly be put in touch with precisely the people who could help them.

As with most technology, the comms virus could have both positive and negative applications. But it is dangerous for a society which is not yet sufficiently advanced to be able to handle it. In the wrong hands, it might even be developed into a means of killing somebody over the phone.

COMMS VIRUS [Major Gadget]
Traits: Lucky (Special: see text), Infection (Major), Restrictions – Only affects phone use (or other comms the virus adapts to); virus has limited life span
Cost: 2 points

DALEK TRANSOLAR DISCS *(Jubilee, Masters of Earth)*



While early Dalek models were incapable of flight, later pre-Time War versions had a limited ability to hover and even fly. But it was only during the Time War that full flight capability was built into all Dalek models. Before this, Dalek occupying forces often used flying platforms called Transolar Discs (sometimes also termed Hoverbouts).

Transolar Discs are fast and highly manoeuvrable platforms in the form of thick circular discs a little larger in circumference than a Dalek's base, with a railing around it and controls accessible by the Dalek's sucker arm but also operational by non-Daleks. Although Hoverbouts are not armed, their design leaves the Dalek's exterminator free to fire on its enemies. Discs are able to hover, fly in any direction or turn on their own axis.

Transolar Discs can be used both within planetary atmospheres and in space, either in near orbit or launched from a Dalek saucer (though they provide no protection from the vacuum, radiation or cold). They are primarily used as fast transportation for individual Daleks and for strategic advantage in combat situations. More advanced models are capable of interstellar travel and store enough energy that if detonated, they are capable of destroying a planet, burning off its atmosphere in the process.

A Transolar Disc can carry only a single Dalek and up to two human-sized prisoners (or hijackers!), or several humans without a Dalek. Its maximum lifting weight is a little under a tonne.

STANDARD TRANSOLAR DISC
Armour: 4 **Hit Capacity:** 5 **Speed:** 10
Traits: Flight (Major), Travel
Story Points: 3

INTERSTELLAR TRANSOLAR DISC
Armour: 4 **Hit Capacity:** 5 **Speed:** 10*
Traits: Flight (Major), Travel, Delete – Planet-sized area of destruction (One Shot, Self-Destructs)
Story Points: 4

*Add the pilot's Coordination to this score, then multiply the total by 100 to determine Speed in space.

DREAM FLOWER EXTRACT *(Order of the Daleks)*

The dream flowers, originally native only to the planet Ostrecallis Major, are generally thought to have become extinct when the entire Ostrecallis system was consumed by a meganova. Yet somehow they have survived, their seeds perhaps drifting through space, driven by the solar winds, until they took root and flourished in a remote mountain valley on the planet Strellin (*see L77*). It's possible that they have also appeared on other worlds, remaining as yet undiscovered.

Dream flowers are beautiful, like an orchid with iridescent, almost metallic petals, and a mesmerising scent. On Strellin, the monks of the Brotherhood of the Black Petal discovered the flowers and learned to synthesise a liquid extract from them. They drink the extract in order to become one with nature. Under its influence, the monks believe that they can hear such things as the grass growing or the atoms inside a raindrop ringing as it strikes the ground. The dream flower extract is notorious for its hallucinogenic effects. But whether these sensations are real or chemically-induced hallucinations, consuming the extract enables the monks' consciousnesses to become part of a collective mind, sharing their thoughts with their brethren and maintaining a psychic balance within the Brotherhood.

With the arrival of the Daleks (*see V112*) at the monastery, the group mind has been corrupted. Without their life supports, damaged in the crash of their saucer, the Dalek mutants have resorted to drinking the blood of the monks, gaining the effects of the dream flower extract in the process. The Daleks have become part of the collective mind and have overpowered it, controlling the monks who are still part of it. Given time, it is inevitable that the Daleks will be able to analyse the extract and take its secret back to Skaro. There, they could manufacture a synthetic version by the gallon. By seeding the clouds of a target planet with the extract, the Dalek mind might literally rain down and whole populations would fall under the Dalek influence, just by turning on the tap!

DREAM FLOWER EXTRACT [Special Gadget]
Traits: Attribute (+1 Resolve), Hypnosis (Major; limited to others within the group mind), Networked (Major)
Cost: 4 points

THE EYE OF INVISIBILITY *(An Eye for Murder)*

When Ruth Horwitz was a girl growing up in Vienna, her grandmother gave her a family heirloom. It is a strange little object that refracts light beautifully. In itself though, it's not beautiful to look at. It resembles a staring eye made from a crystalline substance, and that's precisely what it is: a petrified alien eye. How it came to Earth and found its way into the possession of Ruth's family is lost to history.

Being an inquisitive girl, Ruth studied physics, in particular the properties of light in order to better understand the nature of her grandmother's gift. Many years later, in 1939, she is a doctor of physics at St Ursula's College in England. Dr Horwitz has discovered that the eye has unusual powers in that, by manipulating it in the right way, it is capable of rendering objects invisible. The effect is only temporary and, so far, she has only been able to use it on small items, up to the size of a person or perhaps a door. Not ideal for the applications that Dr Horwitz has in mind to help the war effort. But she is hoping to discover a means to render ocean convoys, fleets of aircraft and whole armies invisible.

The effect of the eye is also unstable. It emits dark vacuum energy in huge quantities whenever its powers are used. The energy affects objects on a molecular level, pulling them apart until they disintegrate completely. This is just as true for living beings as for inanimate objects, so handling the eye without activating it is a delicate business.

THE EYE OF INVISIBILITY [Special Gadget]
Traits: Invisibility (Special Good), Restrictions – Size limit, and subject disintegrates when used (1 point of damage per Round of use, ignores Armour and similar damage reduction)
Cost: 4 points

FORMICIAN EXO-ARMOUR *(The Middle)*

When the citizens of Formicia (*see L37*) reach the End on their sixtieth birthdays, they are teleported from the Birthday Room in the office tower of the Middle straight into a powered suit of armour in the End's Suit Dock. These recuits then undergo intensive training in preparation for the next offensive against the invading Kronvos. As well as providing physical protection, each suit is fitted with a ten thousand round mini-gun, a phased plasma rifle and magnetic clamps to enable it to climb metallic surfaces.

Each suit draws power from the memories of its operator. Thus older people have better resources in the experiences they have built up in their long lives. Operating the suit, for example in a chase situation, requires rolls of Ingenuity + Knowledge (or another suitable Skill) rather than the more usual Coordination + Athletics.

The battlesuits were designed by the Middleman (*see V69*) who governs Formicia. He has built an override into each and every suit allowing his central computer to take control of them. If he does this, the suit takes on a life of its own and the operator is helpless within it. The only option might be to try to grab back control by summoning up particularly strong memories, requiring an Ingenuity + Resolve roll against Difficulty 15.

EXO-ARMOUR Special Gadget]
Traits: Armour (5 points), Augment (+2 Strength), Climbing (Major; Only metallic surfaces), Jumping (Can leap 10 metres vertically), Natural Weapon (Major: Mini-Gun – 7(3/7/10) damage, Armour Piercing – ignores 5 points of Armour), Natural Weapon (Major: Phased Plasma Rifle – L(4/L/L) damage), Weakness (Major: Control can be overridden)
Cost: 8 points

THE KNIFE OF QUETZALCOATL *(Point of Entry)*

Centuries ago, a piece of obsidian which was one of the surviving fragments of the broken world of the Omnim (*see V81*) fell to Earth in Central America. It was found by the Aztecs, who carved it into a stone knife with its hilt in the form of the plumed serpent Quetzalcoatl. Under the influence of the blade, the Aztecs used it for blood sacrifice, and each time it took someone's life, the energy released by the sacrifice was transmitted back to the Omnim via the astral plane.

Eventually, the knife was broken, with the blade becoming separated from the hilt. In the 16th Century, the hilt was brought to Europe by a Spanish treasure ship and lay hidden among the booty brought home by the Conquistadors. It was discovered in a treasure house in Madrid by one Don Lorenzo Velez (*see V22*). The hilt spoke to Velez, whispering of its power and its true masters and how the time of their release was approaching.

Taking the hilt, now attached to a new stone blade, Velez has hunted across Europe for the true blade. Even without the true blade, the knife can still draw energy from any death it causes, enabling it to heal and resurrect Velez to do its bidding. But the amount of energy it can transmit to the Omnim is limited.

In 1590, Velez has arrived in London to await the arrival of the English privateer, the *Cormorant*. Among the treasures in the hold of this ship, inside a carved casket, is the true blade. Each part of the whole calls to the other, a scratching scream that is more in the mind than in the air, causing mental anguish and agonies to all who hear it. The sound of the scream can influence people's minds, causing them to act in the interests of the blade. In game terms, it is using its Hypnosis trait; assume the blade has Presence 7 and Convince 3.

If the true blade is ever restored to the hilt, a new blood frenzy will begin again, as it did in Central America. But this time, it will begin in Elizabethan London. The restored knife will pull and twist in the hand like a live thing, seeking to draw blood. It will generate discord and panic for the Omnim to feed from and, when their asteroid approaches the Earth, it can open a portal from the astral realm so that they can begin a physical manifestation.

THE KNIFE OF QUETZALCOATL [Special Gadget]
Traits: Hypnosis (Major), Natural Weapon (Minor: Strength +2 damage), Transmit (Minor)
Cost: 4 points

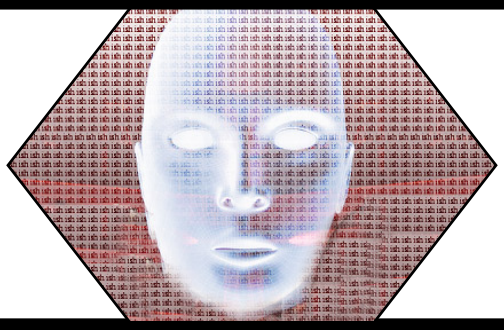
THE KNIFE OF QUETZALCOATL RESTORED [Special Gadget]
Traits: Hypnosis (Major), Natural Weapon (Minor: Strength +2 damage), Transmit (Minor), Vortex (Special)
Cost: 12 points

THE LEXICON *(...Ish)*

Lexicon (noun) */'lɛksɪk(ə)n/ – a databank of the English language developed in the Articulate Worlds and intended to include every definition of every word.*
- ORIGIN Greek: lexikon '(book) of words'

At the Linguistics Faculty of the University of the Articulate Worlds, a highly ambitious lexicographical project is nearing completion: the design, build and compilation of the Lexicon, an advanced computer system intended to contain the most comprehensively exhaustive documentation of the English language ever undertaken. Already, more than a hundred million English words have been catalogued so far, but the task is endless. The Lexicon encompasses English in all its forms, and includes the multiple definitions of words collected from dialects, slangs, patois, codes, concatenations, abbreviations, acronyms, mnemonics, hyphenations, compound words, scientific and technical terminology, brand names and trademarks, foreign

BOOK



AWARENESS	3	PRESENCE	2
COORDINATION	N/A	RESOLVE	4
INGENUITY	5	STRENGTH	N/A

SKILLS
Convince 1, Craft (Lexicography) 6, Knowledge 6, Medicine 3, Science 3, Technology 4

TRAITS
By the Book (naturally)
Data Storage
Dependency – Can only exist within the range of the Lexicon's hologlyph projectors
Immaterial
Robot
Teleport

TECH LEVEL: 7

STORY POINTS: 4

words assimilated into English, archaic and obsolete usage, textspeak, youth-speak and countless other sources.

The launch of the Lexicon is scheduled to take place at a symposium of linguists, lexicographers and logomaniacs at the Faculty, and the Lexicon's compiler, Professor Osefa de Palabra Hftzbrn, is in the process of making the final arrangements, aided by the system's projected hologlyph, Book. Book is an artificially intelligent holographical construct linked to the Lexisphere, essentially the brain of the Lexicon and Book's memory, containing all its linguistic data. The computing power of the Lexicon is provided by the Faculty's ordinateurs.

Book has a humanoid appearance and speaks with a precise, electronic voice not entirely devoid of emotion. It has been programmed to acquire new words for the Lexicon and is finding this to be a ceaseless task, requiring it to acquire and read all works produced in the English language, identify new words and meanings, compile definitions and cross-reference them to provide context to the other words in the Lexicon. Nevertheless, it is content with its endless labour. But then, it's been programmed to be.

Book is the verbal interface for the Lexicon as well as its researcher. Keyboard interfaces are also provided at booths around the Linguistics Faculty and by handheld devices. Book can normally only exist within the range of the Lexicon's hologlyph projectors within the Faculty. However, with special permission and a remote projector, Professor Osefa took Book on an expedition to the planet Xenocubis in an unaspirated sector of the Articulate Worlds, where they encountered what can only be described as a linguistic inexplicability, the …ish (*see V50*).

The Lexisphere is housed in a new building within the Faculty. Anyone stepping inside it will find it to be a disorienting experience, as the interior space is a metaphorical particle accelerator for meaning. Words, phrases and definitions tug at the edge of the mind before spiralling away. But worse, a malignant presence can be detected with the Lexisphere: the inexplicability of the …ish has already corrupted its data, changing words and their meanings and threatening not just the Lexicon, but the entirety of Articulate Space.

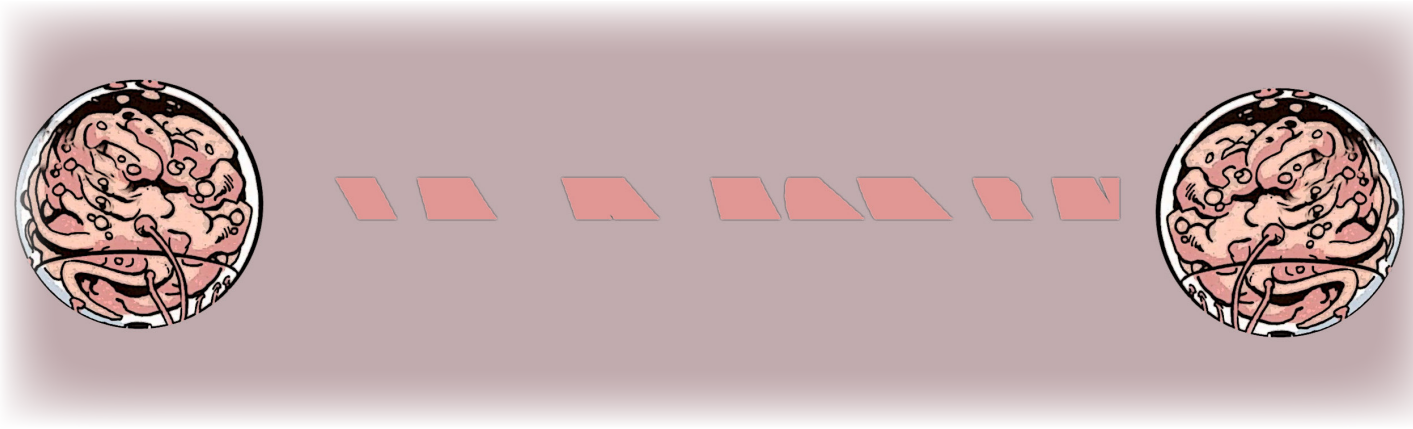
MIND EXCHANGE *(The Curse of Davros, The Rani Elite)*

Mind Exchange is a process that Davros developed for the Daleks during the period that he was their Emperor. It enables minds to be swapped between two bodies. Davros's intent was that he would use the process to plant Dalek minds within the bodies of key people on the worlds that the Daleks were intending to invade. The bodies' real minds would in turn be transferred into the Daleks' bodies, which would be held in secure confinement aboard the Dalek mothership. The mind-exchanged humans would then be in a position to spy on the Daleks' enemies and disrupt their opposition to the invasion. The process proved to be very successful and is more reliable in the long term than the use of brainwashing, mind control or even Dalek duplicates.

Mind Exchange uses an advanced version of the Mind Transference trait described in *The Third Doctor Expanded Universe Sourcebook*. The standard version normally only lasts for a number of hours equal to the user's Resolve before the minds revert to their proper bodies. This advanced version means that the exchange lasts indefinitely until the process is reversed. It costs 4 points. Success or failure is determined in the same way as for the Possess trait (see page 95 of *The Doctor Who Roleplaying Game, 2015 edition*).

The Rani (*see V95*) developed a similar process (actually a variant of Sidelian memory transfer) while posing as a professor at the College of Advanced Galactic Education (*see L21*). She used this to transfer the minds of elderly clients into the bodies of young, healthy students – though she also had her own secret agenda for doing so. The Rani's process was, however, flawed as the young bodies adapted to the older minds in them and experienced accelerated ageing. Not that the Rani viewed this as a problem, as she considered her subjects to be expendable anyway. At times of stress, Resolve + Strength rolls against Difficulty 12 must be made in order to avoid ageing 1D6 decades. The Rani has developed a serum that provides a +4 bonus on similar rolls to return to the bodies' normal age, but this only has a temporary effect until the next relapse.

MIND EXCHANGE [Special Gadget]
Traits: Mind Transference (Advanced)
Cost: 4 points



MOBILE TELEPATHIC CIRCUIT *(Absolute Power)*

The Doctor has been working on this small device as a side project for several hundred years on and off, through several incarnations in fact. But it was the 6th Doctor who finally completed it to his satisfaction. The circuit is a small, hand-held extension of the TARDIS's telepathic circuitry, which generates a low-level empathic field delivered telepathically.

The mobile telepathic circuit allows anyone carrying it to have an empathic connection to the TARDIS and anyone else with a link to its telepathic circuits (including the Doctor). The circuit generally only allows feelings and emotions to be picked up, sometimes providing hints or nudges on a vague "Is what I'm doing right or wrong, good or bad, hot or cold?" basis, relative to the TARDIS's or Doctor's point of view. But by concentrating (and spending a Story Point), a character may be able to pick up more coherent messages from the Doctor or anyone else with a connection to the TARDIS telepathic circuits, though usually only brief ones. It can be a useful gadget for a companion to have when separated from the Doctor.

In between adventures, the circuit plugs into the TARDIS console to recharge.

MOBILE TELEPATHIC CIRCUIT [Minor Gadget]
Traits: Psychic, Restriction – requires the expenditure of 1 Story Point to pick up a coherent message
Cost: 1 point

THE NAUTILUS *(The Wreck of the Titan, Legend of the Cybermen)*

The *Nautilus* is the submersible vessel designed and built by the 19th Century genius and pirate, Captain Nemo (*see A27*). Ostensibly the literary creations of Jules Verne, the Doctor has nevertheless met Nemo and spent time aboard the *Nautilus*.

From a 19th-Century perspective, the *Nautilus* is the greatest feat of engineering in the history of the world. Seventy metres in length and eight metres across, it is a sodium-mercury powered submersible capable of attaining speeds in excess of fifty knots. It is double-hulled and is further separated into water-tight compartments. The ship can stay underwater for five days without surfacing to replenish its air supply and can support a crew of a hundred men in comfort.

In appearance, it is an elongated cylinder with conical ends and a conning tower on top. Its lines are sufficiently long and its curves prolonged enough to allow the water to slide easily off. When completely submerged, it displaces circa 1,500 cubic metres of water. The *Nautilus* uses floodable tanks in order to adjust buoyancy and control its depth. The pumps that evacuate these

tanks of water are so powerful that they produce large jets of water when the vessel surfaces.

The *Nautilus* has a unique propulsion system which siphons seawater through a series of near-frictionless pipes and accelerates it inside the ship before expelling it in a compressed form through the aft jets. This hydroplaning technique enables the ship to dive down at a steep angle, descending rapidly into the depths.

Among the *Nautilus*'s facilities are an internal wet dock very much like a swimming pool, an observation bubble at the rear, a lavish dining room, a well-stocked library and collection of unusual marine specimens, and an enormous lounge in which a piano-organ takes up an entire wall. Here, the vessel's captain can indulge his passion for music, playing pieces that match his changing moods. While the décor on the *Nautilus* is generally luxurious, Nemo's personal quarters are Spartan and contain duplicates of the bridge instruments so that he can keep track of the ship's movements.

The *Nautilus* also includes a hydroponics farm allowing the crew to grow their own fruit and vegetables, and their diet is supplemented by food gathered and farmed in the sea. The galley features a machine that distils drinking water from seawater.

In terms of armaments, the *Nautilus* has a ramming prow to enable her to damage surface ships below the waterline. Although not part of the original design, the *Nautilus* has more recently been fitted with torpedo tubes. Although not intended as a weapon, power can be diverted to the ship's external plates, electrifying the hull but temporarily depleting the batteries. If needed, the crew can be armed with harpoons and special rifles capable of use underwater. These latter are powered by high pressure air and fire small glass capsules that give a high-voltage shock on impact (delivering 8(4/8/12) damage). For undersea exploration, the crew wear diving apparatus of Nemo's own design.

The *Nautilus* carries a small, four-person submarine, the *Sea Dragon*, which is as luxuriously appointed as the main ship. When on board the *Nautilus*, it is housed in the wet dock.

THE NAUTILUS
Armour: 12 **Hit Capacity:** 40 **Speed:** 8
Traits: Environmental (Minor: underwater), Scan, Travel
Weapons: Torpedoes – 18(9/18/27) damage
Ramming Prow – The *Nautilus* delivers Speed +2 damage when ramming other vessels
Electrified Hull – Electrifying the hull delivers 12(6/12/18) points of damage to anyone touching it, but drains the ship's power cells for five minutes while they recharge
Story Points: 3

THE SEA DRAGON
Armour: 4 **Hit Capacity:** 10 **Speed:** 4
Traits: Environmental (Minor: underwater), Scan, Travel
Story Points: 3

THE OCULAR CELLUPRIME *(The Shadow in the Glass)*

An ocular celluprime is a vital navigational tool aboard the starships of the Vvormak (*see V133*). It looks remarkably like a crystal ball and functions in a very similar way. A small sphere comprised of a substance which is neither glass nor crystal but something else, a celluprime is semi-opaque, warm to the touch and always glowing a faint, soft red, as if an ember were trapped inside it, burning forever.

Looking into a celluprime is like looking into a crystal ball. A Vvormak ship can travel faster than light, so a peek into the future is not out of the question. Indeed, it's the whole point. The systems are designed to be forward thinking; the pilot (normally a Vvormak familiar) sees what's coming up through the celluprime, and works with its controlling Vvormak to construct a navigational path through that area of space. It's a sort of cruise control for the Vvormak crew, who hibernate through long space voyages and leave control of the ship to their psychically-generated familiars.

In May 1944, a Vvormak ship was shot down by the RAF over Turelhampton in Dorset. Three of the soldiers who were assigned to guard the ship each stole a souvenir for themselves. One of them took the ocular celluprime, while the other two chose navi-links, small disks made from a similar material to that of the celluprime and having similar properties. The celluprime showed its new owner images from his personal future, allowing him to make decisions that saved his life on a number of occasions until, shortly after the Normandy landings, he was killed by a Nazi officer. From there, the celluprime quickly made its way up the German hierarchy until it reached Hitler (*see V1*) himself.

The ocular celluprime requires a calm, focussed mind in order to be used properly, represented by an Awareness + Resolve roll, normally at Difficulty 12. The better the success, the greater the clarity of the images of the future which appear within the sphere. Once in the hands of the Nazis, they acquired a cabal of Tibetan monks whose meditative techniques could use the "Scrying Glass" to its best advantage and guide Hitler to victory!

OCULAR CELLUPRIME [Minor Gadget]
Traits: Precognition, Restriction – Requires focus (Difficulty 12 Awareness + Resolve roll)
Cost: 1 point

PARADISE MACHINES *(Paradise 5)*

The Paradise Machines are both the reason for the success of Paradise 5 (*see L64*) and the dark secret at its heart. Located in the Paradise Lounge aboard the exclusive holiday resort cum space platform, the Machines are a circle of couches with upholstery so soft it's like lying on clouds (or so the Paradise Corporation brochure claims). Once a guest is strapped in, a hood comes down over their head and nanofilament cables infiltrate through natural fissures in the guest's skull and make contact with their neurons.

The Paradise Corporation takes great pains to point out that it's all perfectly safe, but what happens next is highly secret and protected by several patents. What is stated in the advertising literature is that the Machines generate a state of grace in their users. Tensions melt away as their consciousness is raised to a higher level. The Doctor described the experience as being similar to using the Matrix on Gallifrey, with the user entering a form of shared virtual reality.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The real purpose of the Paradise Machines is to process humans so that they ascend to the higher dimension of the Elohim, who can then use them as cannon fodder in their civil war.

When switched on, the subject must make an initial Presence + Convince roll at Difficulty 15 to determine if they succumb to the Machine's Hypnosis trait as it relaxes them into a stupor. Those who submit themselves willingly to the Paradise Machine (e.g. for the purpose of relaxation) have a -4 penalty to resist the Hypnosis. Disastrous or Bad results indicate that the character is ready for processing to begin. Simple Failures mean that the character is not compatible with the process and they are only partially transformed, resulting in them gaining Amnesia (Minor) and Distinctive (indicating patches of white puffy flesh). Success similarly means that they are not compatible with the process, but they gain only the Distinctive trait. And Good or Fantastic results means they are totally unaffected by the Machine. All incompatible subjects are rejects to be disposed of before they can leave Paradise 5.

Those who succumb to the Machine will find themselves in a shared virtual reality world which relaxes the mind. But for each Round they are within the Machine, they must make a Resolve + Strength roll against Difficulty 12 as the transformation takes place. Each failed roll causes their Strength to reduce by 1(1/1/2) points, and once it has reached zero, the transformation is complete. The transformed character gains the Immaterial trait and is sold into the Elohim's service.

But there is a physical residue of each victim left behind in our reality in the form of child-like Cherubs. These are the shrunken physical forms of the victims of the Paradise Machines, mute and bereft of most of their former intellect. The Paradise Corporation doesn't like to waste anything, so Gabriel uses them as slave labour aboard Paradise 5.

PARADISE MACHINE [Special Gadget]
Traits: Hypnosis (Major), Infection
Cost: 4 points

THE PEN OF THE PHOENIX *(Recorded Time)*

In 1501, a shooting star passed across the heavens, or so the legends say, and something fell from it. A beautiful quill seemingly made of gold, it was in fact one of the primary flight feathers of a bird now long-extinct, the Temporal Phoenix. It was found by the young Prince Henry of England, who quickly discovered its properties, instructing his scrivener to write his elder brother dead. And so Prince Arthur died of an ailment in 1502, leaving Henry the heir to the throne, being crowned Henry VIII (*see V41*) seven years later.

The Temporal Phoenix is said to have been an immortal bird whose wings beat the seconds of Time itself. The Philesians trapped the Phoenix, making the poor creature fly forever in a time loop, and the pen is lost Philesian technology, thought to have been destroyed by the Time Lords long ago.

The Pen of the Phoenix writes in ink made from Time drawn from its user. It can write and re-write reality, but at a cost. The young Prince Henry's scrivener did as his king commanded, but died prematurely of old age as his life was leached away, one bit at a time. Now, the burden has passed to his son, who is also destined to die early and also of old age, as he obeys his king's commands to use the pen.

The Pen of the Phoenix can create items small and large, change history, alter people's pasts and perhaps even their futures. But its power falls short of bringing back the dead or creating new life.

Creating physical objects requires the expenditure of Story Points by the pen's wielder. As a guide, 1 point for a small, inanimate object; 2 for a moderate machine; 3 or more for a large structure or complex device. If the writer has no Story Points left, then the pen draws on their life, adding a year to their age in place of each Story Point.

To affect history or living beings automatically requires a sacrifice from the writer's timeline. A minor alteration to a single person will add a year; a minor change to multiple people will add 3 years (perhaps more); a major change to established history will add at least 5 years. Killing somebody will cost 5 years and wiping them from history will cost at least a decade. These are the minimal costs and should be increased by the GM if changes to major historical figures or fixed points in time are required.

PSYCHIC EXTRACTOR *(Stage Fright)*

A primitive version of this device was designed by Dr Paignton as part of her research on extracting the savage proto-human side of the Wolverines (*see V137*). Paignton was unaware that the porter assisting her was the Valeyard, who stole her machine in pursuit of his own schemes.

The Valeyard extensively redesigned the psychic extractor and installed it at Henry Gordon Jago's New Regency Theatre in London in the 1980s as a trap for the Doctor. While the original machine extracted the human aspect of the Wolverines' psyche, the Valeyard's version drew out the negative emotions of anyone it was used on.

The Valeyard's extractor is a large machine which Flip (*see A7*) described as looking like a Wurlitzer. When in operation, it generates a small field of effect nearby, unlike Dr Paignton's original which could only be used on a single subject at a time. The field initially acts as Hypnosis on all those within it, making them compliant and listless, only vaguely aware of their surroundings. Then it begins to drain the darkness within its victims. Angst, guilt, anger, resentment. All are drawn into the extractor. If left unchecked, the machine will continue to run, draining all energy from its victims until they are left as withered husks, like mummies.

In game terms, the extractor drains Story Points from its victims, at the rate of 1 point per Round unless the subject succeeds in a contest of Presence + Convince against the Valeyard each Round (for which the extractor provides the Valeyard with a +2 bonus). Once a character has no Story Points left, then it starts extracting 1 Attribute point per Round. Once three Attributes are reduced to zero, the character is dead. If a character survives the experience, the GM may choose to remove any suitable dark Traits they have, though this is likely to be on a temporary basis only, until they have recovered from the ordeal.

When the Valeyard had stored sufficient darkness within the extractor, he planned to reverse the polarity and use it on the Doctor. By doing so, he hoped to feed the stored negative feelings into the Doctor's mind, build up his guilt and fear and rage. This would make the Valeyard stronger by making his existence more likely to come about. The game effect of this is the same as for the extractor's normal usage, except that for each Story Point drained from the Doctor, the Valeyard gains a Story Point (even beyond his normal maximum). This isn't a function of the extractor itself, but of the Valeyard's own nature as a potential dark incarnation of the Doctor.

PSYCHIC EXTRACTOR [Special Gadget]
Traits: Hypnosis (Major), Special – Drain Darkness (see text)
Cost: 4 points

PUNISHMENT CABINETS *(The Holy Terror)*

Punishment Cabinets were created to both punish and torture the victims who are installed within them. A Cabinet interfaces with its victim's mind and creates what is essentially a virtual reality within its dimensional matrix. The scenario of the virtual reality is unique to each victim, drawing upon their memories and desires to create something that has specific resonance for them. The Cabinet will keep its victim in suspended animation but alive indefinitely, even prolonging their natural lifespan if necessary.

Within the dimensional matrix, characters are created to interact with the victim, and the Cabinets are programmed to use them to inflict psychological torture. The only real person within the scenario is the victim. The victim will feel pain and experience fear and any other emotion the scenario instils. The fictional characters seemingly have free will, but have simple programming and are little more than stereotypes constrained by limited patterns of behaviour. The Punishment Cabinet will also create an avatar for itself within the scenario, to better control events and to bring each iteration of the scenario to a climax.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Technically, the scenario exists within an artificial, fictional dimension generated and maintained by the Punishment Cabinet. It is impossible for anyone or anything from the real universe to enter the fictional world unless they are capable of traversing the dimensions. Which is how the Doctor and Frobisher (*see A8*) found themselves in one, when the TARDIS was caught in its dimensional matrix (though they did not realise this at first). They found that they could not be harmed by the fictional characters and when the scenario ended, they and the TARDIS were left alone in a grey limbo.

The scenario had been generated as a punishment for Eugene Tacitus (*see A40*), who had murdered his son in the real world. Within the scenario, Eugene was a scribe chronicling the life of a succession of emperors in the Castle. Events followed the same pattern during each emperor's life, culminating in the appearance of the Punishment Cabinet's avatar in the form of the Child, the secret son of the Emperor's scheming half-brother. The Child systematically kills everyone in the castle, until only Eugene is left alive and must kill the Child, reminding him of the crime for which he is being punished. The scenario then resets so that Eugene must live through it again and again, for hundreds of years.

THE CHILD

AWARENESS	6	PRESENCE	3
COORDINATION	3	RESOLVE	5
INGENUITY	2	STRENGTH	1

SKILLS
Athletics 2, Convince 4, Fighting 1, Subterfuge 3

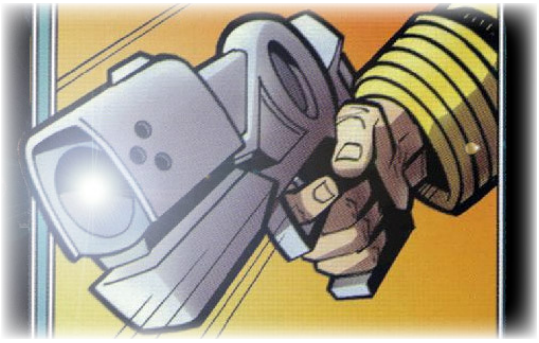
TRAITS
Immunity – Immune to all damage unless the Cabinet's programming is altered
Natural Weapon (Special) – Death Wish: Contest of Presence + Convince to cause L(4/L/L) damage
Psychic
Size – Tiny (Minor)
Special – The Child only exists within the dimensional matrix generated by the Punishment Cabinet. It cannot be harmed by any of the fictional creations within the Punishment Cabinet's scenarios, but can kill and destroy them on a whim without requiring dice rolls. Its stats are only relevant to interactions with Eugene Tacitus and any other real persons inside the Cabinet's dimensional matrix
Teleport

TECH LEVEL: 4

STORY POINTS: 8

QUANTUM FLUX GUN *(The Forgotten)*

Quantum flux technology has the ability to make something intangible until it's needed and has been used in many applications. But the one that almost got Peri convicted of murder was the production of quantum flux weapons. A bullet tagged with the genetic signature of the intended target – with, say, a drop of blood – means that the target wears a metaphorical, chronal bullseye. From the moment the bullet leaves the gun until the moment it hits the target, the bullet is insubstantial, literally passing through anything in its path and homing in on the genetic signature. The bullet will become tangible only at the point of impact. Using quantum flux technology, an assassin no longer needs a line of sight on a victim, or police can fire into a crowd, so long as the bullet has been tagged with a sample of the target's DNA. Even if the shot somehow misses despite the homing effect, bystanders are perfectly safe.



QUANTUM FLUX GUN [Special Gadget]
Traits: Weapon (Major: L(4/L/L) damage) Skill (Marksman 5), Restriction (Major) – Damage only affects the subject of genetic tagging
Cost: 4 points

QUANTUM GRAVITY ENGINE *(The Hollows of Time)*

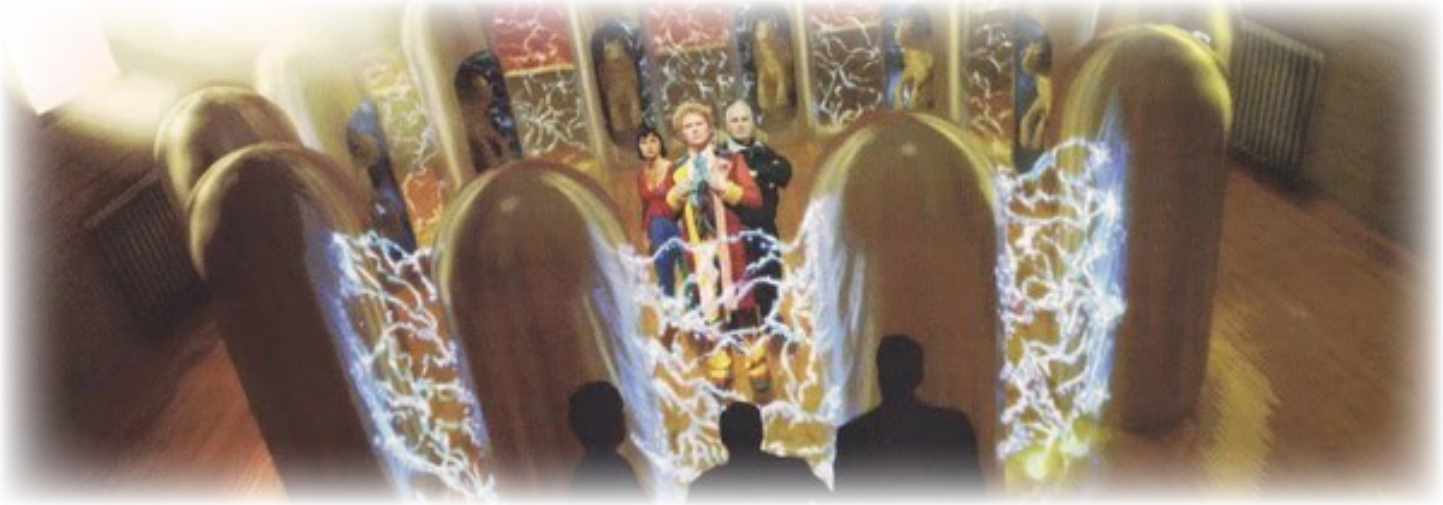
The mysterious Professor Stream (*see V89*) has been using his wealth to assist his old friend the Reverend "Foxy" Foxwell to develop a Real Intelligence Machine capable of combining the intelligence of several humans. Except that Stream has also been manipulating Foxy into incorporating changes to the designs, in some cases replacing entire component specifications.

Professor Stream is in fact intending to build something far more powerful than a mere intelligence-boosting device. His designs will instead result in the completion of a Quantum Gravity Engine. Instead of the flow of intelligence around the circuits, there is the motion of gravity waves generated by the Gravis and eleven fellow Tractators (see *Frontios*) which will be imprisoned in the booths connected to the Engine itself. Once activated, it will amplify the Tractators' natural powers of gravity generation. It taps into the seven concealed dimensions and at full power could disrupt the very strands of space.

The Engine is a large machine housed in the basement of Professor Stream's mansion in the village of Hollowdean. Even at low power and without the Gravis being installed, it generates a circular forcefield within the basement, trapping anyone within it in a gravity bubble. As the power increases, they can be crushed by the forces of the Quantum Gravity Engine. With the Gravis installed (and with the expenditure of the appropriate Story Points), the power of the Engine increases geometrically, and the circle encompassed by the forcefield similarly increases, widening to cover the entire Earth.

Theoretically, the Engine could destroy the universe, but such power would require a huge expenditure of Story Points. Professor Stream – or whoever he really is – intends that it will give him power over the intermediate dimensions and the whole of time and space, using it to create time corridors. In some way, he believes he will become all of time and space – but quite what he means by this remains as mysterious as his true identity

QUANTUM GRAVITY ENGINE [Apocalyptic Gadget]
Traits: Forcefield (Major x4: 20 points), Unstoppable Force (Major), Vortex (Special), Bulky (Major Bad)
Cost: 18 points



REALITY GENERATOR *(The Fourth Wall)*

The technology behind the reality generator is Dashran, that of the great long lost race of the Ninth Galaxy, who were able to warp reality itself to their very will, alter the physical realities of space-time through detailed computations and mathematical processes a little like the Block Transfer Computations of the Time Lords. The fact that it is being used by Augustus Scullop's failing media empire to generate what are essentially television shows does not make the generator any the less dangerous.

In terms capable of comprehension by lesser beings, the reality generator is the exact opposite of a television. Rather than converting events into electrical impulses, it converts electrical impulses into events to literally create three-dimensional shows, with the world of the television programme materialising around the viewer. The reality generator creates a dimensional bubble containing the world of the programme, a world derived from the recorded performances of the actors. And this bubble is overlaid onto our dimension at the place of screening, both dimensions co-existing at the same point in space-time. In other words, dimensional transcendentalism. Something like a TARDIS, which is capable of traversing the dimensions, is theoretically capable of passing through the bubble during materialisation, the different realities intermingling for a split second with the risk of those on board the TARDIS being snatched away into the fictional universe.

The dimensional bubble maintains a separate existence. Usually the characters follow a pre-programmed path. In other words, they stick to the script. But they don't stop being there the moment the story moves away or the transmission stops. They're still alive and move into a sort of holding pattern, maintaining a physical reality but not doing anything that impacts upon the plot. Their ability to exist independently of the narrative means that if a new factor is introduced, like an unwitting visitor from outside the bubble, then they start to improvise, for want of a better term.

Hence the security protocols intended to keep the dimensions separate. A security circuit within the generator keeps the bubble a few seconds ahead in time. That's why anyone outside the bubble can see into it, pass through it even, but those inside can't see out. There's no possibility of interaction. But if the circuit were removed, the different realities would align themselves with each other after about five minutes. People would be able to cross between them and the otherwise fictional characters created by the generator would become real people in our universe. Depending on how their characters had been written in the television shows, their powers could be unimaginable in our reality. Invincible superheroes – and villains – incapable of being killed and armed with devices with ludicrous, impossible abilities could be created. They would be unstoppable. Which is why the security circuit must never be removed!

Add to this the fact that the reality generator could replicate almost infinite numbers of the same person again and again merely by running different copies of the recordings through the machine, and you could end up with an infinite army of unstoppable beings in a very short period of time…

REALITY GENERATOR [Special Gadget]
Traits: Replication, Transmit, Vortex (Restriction – Replication and Vortex only when safety circuits disabled)
Cost: 4 points

THE SAVANT *(Blue Box)*

Centuries before humanity discovered radio, a spacecraft was sent from a planet circling Epsilon Eridani. While its people had not mastered faster-than-light travel, they were patient and had established colonies slowly but surely over a large area of space, keeping in contact with slow messages and parcels. Now, this particular spacecraft contained a supercomputer, broken into five components for storage reasons, a gift to the fledgling colony circling Van Maanen's Star. Its flight path took it through Earth's solar system, a slingshot around the sun that would boost its speed towards its destination. But the closer the ship came to Earth, the more saturated its systems became with radio transmissions. Bewildered by the flood of signals, the ship concluded that it must have already reached its destination, and landed its precious cargo on Earth.

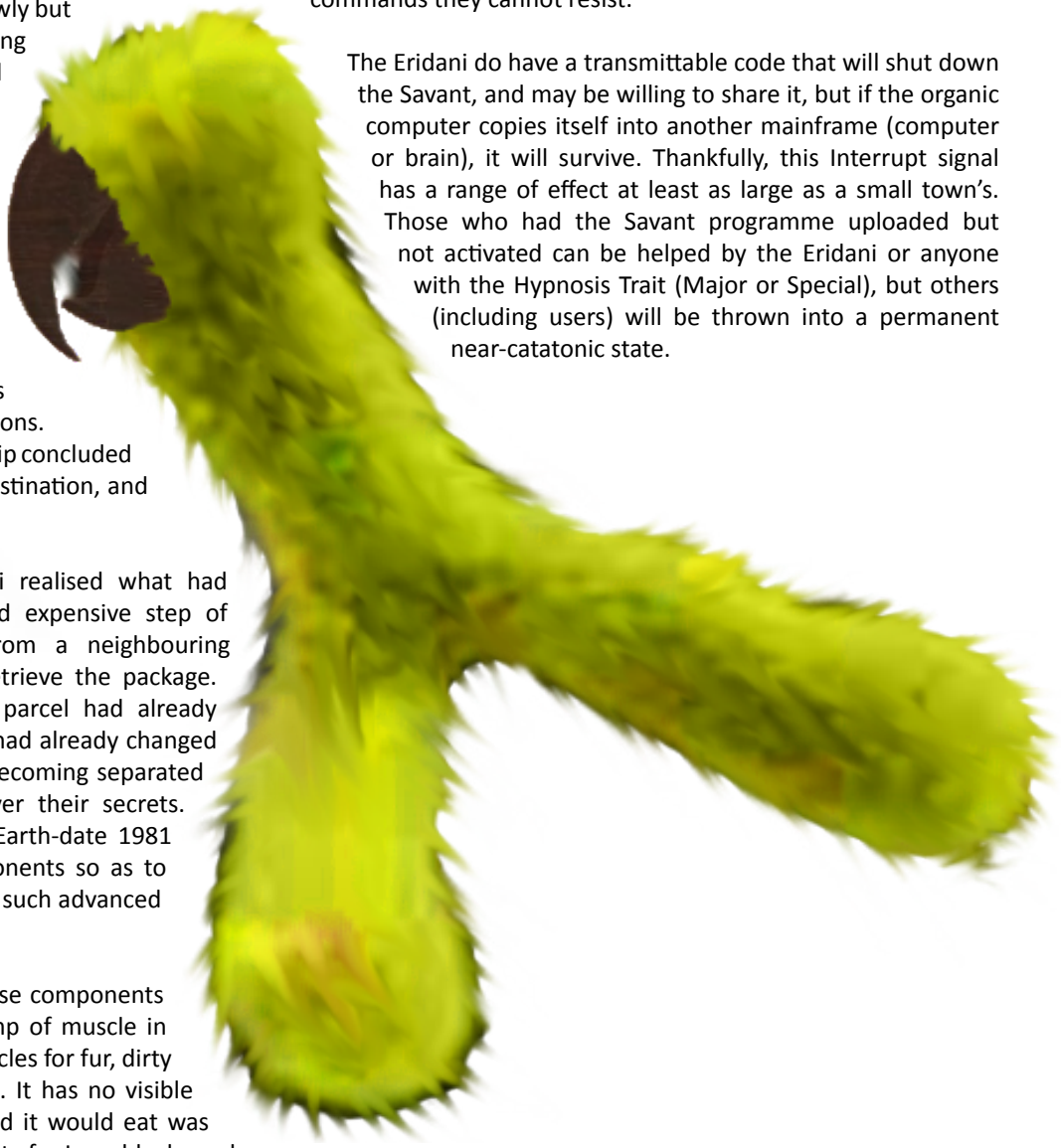
When, eleven years later, the Eridani realised what had happened, they took the unusual and expensive step of chartering a faster-than-light ship from a neighbouring civilisation, and sent two agents to retrieve the package. But during those eleven years, their parcel had already been discovered by human beings and had already changed hands several times, the components becoming separated as owner after owner tried to discover their secrets. Only with the help of the Doctor on Earth-date 1981 did the Eridani find the various components so as to prevent Earth from prematurely gaining such advanced computer knowledge.

Before it could be retrieved, one of these components "hatched" into a living being like a lump of muscle in the shape of a Y, with tiny cilia-like tentacles for fur, dirty yellow, and a mahogany-coloured beak. It has no visible eyes, ears, or nose. The only Earth food it would eat was Kosher Pareve fruit loops. It has an affinity for Lego blocks and likes to assemble and disassemble them.

It has the ability to hack into and reprogramme any computer hardware, including the human brain. In effect, it is like an idiot savant with a talent for hacking computers, and has the ability to create a programme to replicate and transmit itself, tuning any affected system into a copy of itself. When it falls into the hands of brilliant criminal hacker Sarah Swan (*see V101*), things become more desperate. Swan's proclivities give it access to Earth's primitive computer systems via ARPAnet, where it could wreak untold havoc.

Prolonged exposure to the Savant is dangerous as one's mind is under constant threat of being rewritten by its invasive code. The weaker-willed are at the very least entranced by the creature, dazed because its programme has been uploaded, ready for activation, inside their brains. Ultimately, these "eggs" could spread to the point where everyone on Earth is a computer zombie, waiting for the Eridani to come and harvest them. Someone who manages to control the Savant will be able to "hack" minds and give people commands they cannot resist.

The Eridani do have a transmittable code that will shut down the Savant, and may be willing to share it, but if the organic computer copies itself into another mainframe (computer or brain), it will survive. Thankfully, this Interrupt signal has a range of effect at least as large as a small town's. Those who had the Savant programme uploaded but not activated can be helped by the Eridani or anyone with the Hypnosis Trait (Major or Special), but others (including users) will be thrown into a permanent near-catatonic state.



THE SAVANT [Special Gadget]
Attributes: Awareness 1, Ingenuity 1, Presence 4, Resolve 4
Traits: Alien Appearance; Control (Major); Disable (Major); Enslaved; Replication – The Savant copies and uploads itself into any machine or being that fails to resist its Control Trait, or anyone who successfully resists it, but then uses that Control Trait against others; Telekinesis – The Savant can manipulate small objects with its mind; Transmit; Wanted (Major); Weakness: The Eridani have a Disable code that shuts down all copies of the Gadget in a two-mile range (those affected can be cured only if the copy has not been activated, with a Difficult Presence+Hypnosis roll; others are left in a near-catatonic state)
Cost: 12 points

THE SPIRAL CHAMBER *(Spiral Scratch)*

At the centre of the Glorious Library of Carsus (*see L42*) is a large chamber whose bare, gleaming white walls are brightly lit by fierce halogen bulbs. One area contains a small bank of consoles with an array of blinking lights and computer screens. At the dead centre of this chamber, and therefore the dead centre of the Library, is an inverted conical aperture leading downwards in the floor, protected by two parallel waist-high rails. The clean white surface of the downward cone is punctuated by irregularly placed smoked-glass semi-spheres roughly the size of ping-pong balls.

This is the Spiral Chamber and it is one of the most dangerous pieces of apparatus in the entire multiverse, stolen from Gallifrey by the Doctor's old friend Professor Rummas (*see A68*) and placed here at the heart of his Library. The machine is a portal into the Vortex, into the Spiral at its nexus, the most powerful, destructive natural force in all of creation. When the device is activated, the smoked-glass semi-spheres pulsate and the wall of the inverted cone fades to be replaced by the concentric circles of the Vortex Spiral, undulating as they rotate.

The Spiral Chamber can be used to capture and even extract anything it detects trying to enter or leave the Spiral. The semi-spheres can project criss-crossed beams of light to form a net capable of ensnaring creatures of the Spiral, like a fisherman trawling at sea, and then retrieving them and killing them if needed.

By using the Spiral Chamber to manipulate the barriers between alternate realities, a wide range of temporal effects can be achieved, making this a devastating machine in the wrong hands. But what makes the Spiral Chamber so supremely dangerous is that merely using it risks damaging the infinite timelines that circle within the Spiral and bringing catastrophe to the multiverse.

THE SPIRAL CHAMBER [Apocalyptic Gadget]
Traits: Entrap (Major), Probability Shredder, Scan x2, Stasis (Special), Time Eater (Minor), Vortex
Cost: 18 points

ALTERNATE TIMELINES

In *Spiral Scratch*, writer Gary Russell provides an explanation of sorts for the existence of alternate timelines in Doctor Who, in the form of the Spiral, an area at the nexus of the Vortex where multiple realities circle eternally without ever touching. When the Spiral is damaged by the Spiral Chamber, the timelines begin to bleed into each other, resulting in temporal anomalies and numerous alternate versions of the Sixth Doctor and his companions appearing. A version of the Doctor from a reality in which the Roman Empire never fell and who lost an eye in combat with a mortal foe. Melanie Baal, a version of Mel who is half Silurian. And so on.

Alternative versions of player characters and significant NPCs can be fun for a GM to introduce into a game. They might be used as a variation on the multi-Doctor story. Or they might shine a light on certain aspects of a character's personality by portraying them slightly differently. They might even be used to resurrect a dead but much missed PC for a session or two.

Spiral Scratch also used the concept to place different spin-off media in different timelines. So we meet a version of the Doctor accompanied by Frobisher (*see A8*) from the DWM comics, and a version from the webisode/audio *Real Time* whose companion is a cyber-converted Evelyn Smythe (*see A6*). Doing so does away with any continuity problems between the novels, audios and comics, such as the multiple accounts of the Sixth Doctor's regeneration (in *Spiral Scratch*, *The Brink of Death* and the unofficial novel *Time's Champion*) or Mel's first meeting with Evelyn (in both *Instruments of Darkness* and *Thicker Than Water*).

Alan Barnes and Gary Russel had done something similar a couple of years' earlier in *Zagreus*, which also set the different spin-off media in different timelines. However, as with all things extracanonical, if you don't like this segregated approach, you are free to disregard this and squeeze everything into one big timey-wimey universe if you so choose!

TEXINEURONS *(100 Days of the Doctor)*

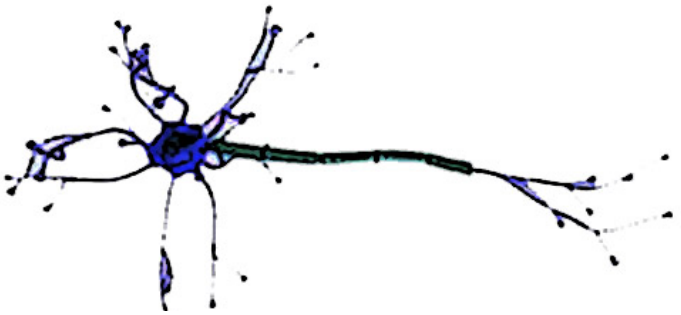
Texineurons are a creation of the Grand Techs of the Tharsis Acumen, a technocracy ruled by scientists. The Tharsis Acumen only lasted a few centuries and never developed time travel. Their influence was limited to only one spiral arm of the galaxy. Their scientists might be brilliant, but their empire was riven by unbelievable levels of bureaucracy. The Doctor made the mistake of angering the Grand Techs by freeing the prisoners that the Acumen scientists used for experimentation. They hired an assassin, who fired a microscopic dart containing a culture of texineurons into the Doctor's skin.

Texineurons are a revenge weapon. They are an intelligent virus which infect their victim and multiply within the body. Rather than causing a quick death, they are designed to gradually shut down the victim's biological system over a period of time so as to cause the maximum possible agony. During this period, the virus can communicate with the victim, taunting them perhaps, and can even take possession of their bodies for short periods. The latter ability is as the Possess trait, with the virus deemed to have Ingenuity 2 and Resolve 4.

Resistance against the initial infection requires a Difficulty 15 Resolve + Strength roll. If that fails, the victim must make further rolls at regular periods thereafter or reduce one Attribute (selected by the GM) by 1 point for each failure. On a Bad result, the virus can choose to impose a new Minor Bad Trait on the victim instead of the point of Attribute reduction, perhaps Amnesia (Minor) for memory loss or Impaired Senses (Minor) for deafness. On a Disastrous result, it can choose to impose a Major Bad Trait instead of the Attribute reduction.

The speed of effect of the virus can be programmed. In the Doctor's case, the virus would take 100 days to kill him (or thereabouts, depending on his rolls), requiring a resistance roll once per week. Anything up to once per day is possible.

Fortunately, an antidote to the texineurons does exist, though the Tharsis Acumen guard its secret closely!



TEXINEURONS [Special Gadget]
Traits: Infection, Possess, Restriction – Infection is spread over an extended period
Cost: 4 points

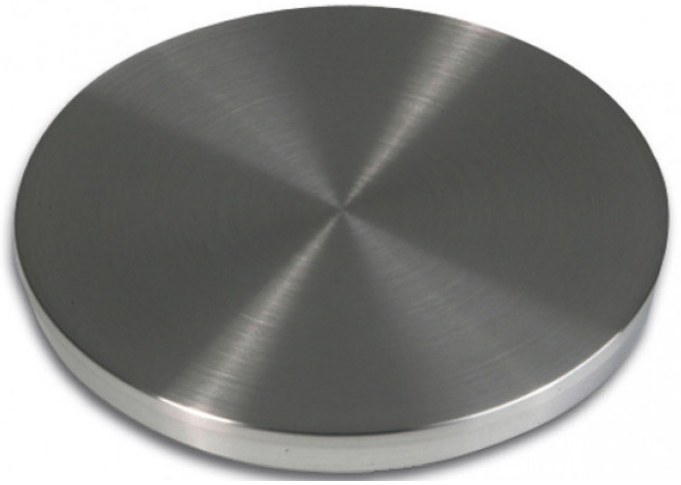
TRANSMAT BOOSTERS *(Shield of the Jötunn)*

The Doctor described transmat boosters as a kind of intergalactic bus stop; a way of travelling around the cosmos on the cheap. That's simplifying things. But not everyone ventures into the heavens in enormous great starships. Others have been known to deploy unmanned drones kitted out with teleport relay base-stations.

Shaped like large metal discs, boosters can be viewed as stepping stones for teleporting between solar systems, galaxies even. Imagine stepping on one in your own home and getting off in say, Alpha Centauri. A pop down to the corner shop, galactically speaking. But it's a very practical and cost effective way to travel - except when it goes wrong.

If the drone transporting the booster gets knocked off course and crashes, or if the booster is damaged by an over-curious local after landing, anyone trying to teleport through to it could find themselves trapped within the transmat matrix indefinitely. The codified consciousness of a sentient being, trapped in the buffer of the booster. Unable to see or hear or feel, but aware of every passing second of its confinement. It would be enough to drive a sentient being insane!

The Doctor and Constance Clarke (*see A4*) discovered such a damaged booster in Arizona in 2029, which had been taken to be a Viking artefact, the Shield of the Jötunn. It had been connected up to a computer for analysis, which allowed the trapped consciousness (*see V119*) to escape and begin to create a new physical form for itself… while nine thousand more were queued up in the transmat matrix, waiting for their turn!



TRANSMAT BOOSTER [Minor Gadget]
Traits: Teleport, Restriction – Only to other linked transmat boosters
Cost: 1 point

TRANSMAT TRACES *(Question Marks)*

Occasionally, an unstable or faulty transmat device can result in the creation of a copy of a person at the originating transmat. This is similar to neural relays in 51st Century communicators being able to hold an impression of a living consciousness for a short period after death (see *Silence in the Library*). In the case of transmats though, a physical copy is sometimes created, living, breathing, thinking and feeling. Although solid, these copies are short-lived partial traces, just echoes of the real person, and often have a life of only a few moments. But sometimes they can last for several minutes before the energy that sustains them is exhausted and they vanish.

For the copies, the experience is confusing. They do not have any understanding of their true nature and believe they are real people. They have the basic skills and knowledge of their original selves, but usually lack any memory of who or where they are. All the personal information is missing. Transmat traces have the same game stats as their real counterparts, but with the addition of the Amnesia (Major) Trait.

Transmat traces might be used as short-lived NPCs to provide a quirk in an adventure for a scene or two. But as PCs, they are ideal for a one-shot scenario, particularly one which starts in media res with the characters in peril and the players having no knowledge of who they are. Alternatively, a party of transmat traces might be used as PCs in a short prologue to set the scene for the coming adventure. In any event, transmat traces should be used sparingly to avoid the concept being abused or becoming stale.

VORTEX ICE *(Vortex Ice)*

In the totally alien environment of the Vortex, vortex ice can be an occasional navigational hazard to time travellers. In real space, it is much more dangerous, though fortunately extremely rare.

Vortex ice is, essentially, frozen chunks of time. It is solid time formed from projections of four-dimensional space within which the passage of time is brought to a standstill in a crystalline stasis. It is similar in appearance to water ice (and as slippery), except that the crystals are not cold, and they glow, making them a beautiful phenomenon to witness. Vortex ice emits low levels of radiation, but well within human safety margins.

Anyone or thing caught within the ice enters a state of temporal stasis for so long as the crystals last, which is indefinite if left undisturbed. When time starts to freeze, anyone touching the vortex ice as it forms will find it crystallising around them. They can try to break free by making a Strength + Athletics roll against the ice, with Difficulty determined by the amount of contact: a hand brushing the ice would be Difficulty 9; stepping in a puddle would be Difficulty 12, and so on. Even if a character manages to break free, short term memory loss is a common side-effect, requiring a Difficulty 15 Ingenuity + Resolve roll to avoid losing the last few minutes.

Once the vortex ice has solidified, it will remain until its temporal field is broken. This can sometimes be triggered by it being interfered with by curious humans, or it may require technological intervention. Once the field is broken, the vortex ice will begin to melt and anyone frozen within it will experience time starting to move as they thaw out. Again, short term memory loss often results.

The Doctor and Flip (*see A7*) encountered an alien creature that was able to secrete vortex ice. The Doctor had never encountered anything like it before, so its species remains unknown. Half organic and half machine, it was like a cyborg octopus, with seven legs, telescopic ommatophores (eyes on stalks) and razor teeth. It had been trapped within its own vortex ice for perhaps millions of years until it was discovered deep under the surface of the Earth by Mexican miners. The cyborg was totally aggressive, killing the miners by draining them of all energy and leaving just their skeletons behind. But it was particularly fond of Artron energy and targeted both the Doctor and the TARDIS.

The cyborg secreted vortex ice as both a method of trapping its prey and as a defence mechanism, freezing itself in time in order to survive until a new food source was available. It was also able to survive unprotected in the Vortex. Once revived, its only attempt at communication was a series of terrifying shrieks and roars.

CYBORG CEPHALOPOD

ATTRIBUTES: Awareness 3, Coordination 5, Ingenuity 3, Presence 4, Resolve 4, Strength 5
SKILLS: Athletics 3, Convince 1, Fighting 5, Survival 3, Technology 2, Transport 2
TRAITS: Additional Limbs x2 (tentacles), Alien, Alien Appearance, Alien Senses – Artron energy, Armour (3 points), Climbing (Minor), Cyborg, Environmental (Minor) – The Vortex, Fear Factor 2, Natural Weapon – Energy Drain: Touch inflicts L(4/L/L) damage, ignoring damage reduction such as Armour, Special – Vortex Ice: The cyborg can secrete vortex ice in large quantities, sufficient to freeze several humans in time and block tunnels or corridors, Vortex
TECH LEVEL: 8
STORY POINTS: 4

WORLDSHAPERS *(The World Shapers)*

Not much is known of the origin of worldshaper machines, but it is likely that they were first created during the Dark Times, probably by the Time Lords themselves. They were used to artificially accelerate time and cause rapid environmental change on a planetary scale. Understandably, their use was restricted to uninhabited worlds only. Worldshapers were banned ages ago, after one was used on Yxia and the whole planetary system fell apart. Used as a weapon, a worldshaper could devastate the galaxy. Should the Time Lords detect the use of a worldshaper, they will send one of their agents to shut it down. Nevertheless, some races still clandestinely use worldshapers.

On Planet 14, better known to the Doctor as the water-world Marinus, a big mistake was made in deploying a worldshaper there. Planet 14 wasn't uninhabited and the Voord captured the worldshaper and used it to rapid-evolve themselves. Their tampering resulted in an overload, and when the effect ceased, thousands upon thousands of years had passed. Marinus's famed oceans were dry and the Voord had mutated further. More of their body parts had been replaced by cybernetic grafts; they were evolving into Cybermen!

Worldshapers are massive machines, usually constructed beneath underground bunkers that contain the only part of them which is normally accessible: the controls. As technology from the Dark Times, they are considered Tech Level 11 devices and their operation or repair carries the usual penalty for this.

A race called the Aesirians, who were wiped out by an alliance of other super-powerful races before the Last Great Time War, developed more portable worldshaper devices in the form of helmets.

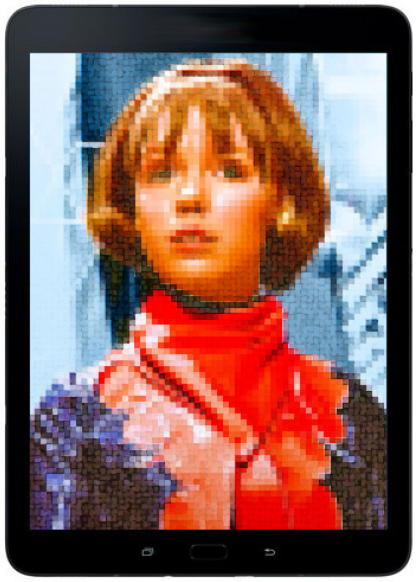
WORLDSHAPER [Apocalyptic Gadget]
Traits: Area Effect (Major x8), Vortex (Special), Restriction (Major) – Temporal acceleration only, Restriction (Major) – Massive fixed installation
Cost: 20 points

ZOE *(Potential Energy)*

Zoe is a knowledge interface created by the Doctor and named after his former companion Zoe Heriot, the girl genius from Space Station W3, the Wheel in Space. Zoe Heriot seemed to know almost everything and so it seemed appropriate to use her name for that of a source of information.

Zoe is a program that the Doctor has loaded onto a standard tablet PC that he picked up on the internet in 2015. It is voice responsive, and whenever it is asked a question, it will interface with the TARDIS data bank to come up with a suitable answer. Within seconds, Zoe replies verbally in a calm female voice. Zoe is really only useful for the checking of facts and shouldn't be relied on to provide advice or opinions. In game terms, it provides a Knowledge rating of 5, which can be used instead of the user's (or for a separate roll if the user's own roll fails).

Zoe's voice recognition still needs a little work and it occasionally mishears key words in the questions being asked and comes back with inappropriate information. This happens whenever a double is rolled, even if it would have been a Success (though not for Good or Fantastic results).



ZOE [Special Gadget]
Traits: Skill (Minor x4: Knowledge 5), Restriction (Minor: Chance of mishearing the question – see text)
Cost: 3 points

OMITTED BUT NOT FORGOTTEN

The official sourcebooks cannot possibly cover every character, monster and planet. As with any book meant to be printed, space is always at a premium. Here are some of the characters omitted from the Sixth Doctor Sourcebook that we nonetheless think GMs should have access to. For the full story behind their appearances, please consult the official sourcebooks from Cubicle 7.

ROMULUS AND REMUS

AWARENESS	3	PRESENCE	2
COORDINATION	1	RESOLVE	2
INGENUITY	5	STRENGTH	1

Twin sons of Professor Sylvest whose mathematical genius could be used to alter reality on a massive scale. Abducted for just such a purpose by the Time Lord Azmael on Mestor's orders. They were put to work on Jaconda solving the equations needed to explode the planet's sun and spread Gastropod eggs throughout the universe. They were rescued by the Doctor. (The Twin Dilemma)

SKILLS
Knowledge 2, Science 4 (AoE: Mathematics), Technology 3

TRAITS
Arrogant
Block Transfer Specialist
Inexperienced
Networked
Photographic Memory
Silver Spoon

TECH LEVEL: 7

STORY POINTS: 15

OSCAR BOTCHERBY

AWARENESS	3	PRESENCE	3
COORDINATION	2	RESOLVE	3
INGENUITY	3	STRENGTH	3

English resident of 20th-Century Spain whose passion was stage acting, though he was working between roles as manager at Las Cadenas, *a restaurant in Seville, owned by a friend of his. Oscar collected moths, expertly using cyanide to kill them. He had a Spanish girlfriend named Anita. In 1985, he was stabbed and killed by the Androgum Shockeye over the settling of the bill. In his dying words, Oscar regretted that no one would see his definitive Hamlet, and asked Anita to look after his moth collection.* (The Two Doctors)

In an alternate timeline, the Seventh Doctor was able to save his life by arriving 30 seconds before the stabbing. (So Vile a Sin)

SKILLS
Craft (Acting) 2, Knowledge 3, Science 2, Survival

TRAITS
Charming
Eccentric (Minor) – Thespian showboat
Face in the Crowd
Unlucky

EQUIPMENT
Moth-hunting equipment, including nets and cyanide

TECH LEVEL: 5

STORY POINTS: 12

ANITA

AWARENESS	3	PRESENCE	3
COORDINATION	2	RESOLVE	2
INGENUITY	3	STRENGTH	2

Young woman living in Seville, Spain in 1985. Her boyfriend was an Englishman named Oscar Botcherby, with whom she managed the restaurant Las Cadenas. In their off-hours, Oscar brought Anita along on his moth-hunting trips and recited poetry to her. He would later tragically die in her arms. She showed the Doctor and Jamie a secret passage into the cellars of the Doña Arana's hacienda, where the Sontarans had landed. (The Two Doctors)

SKILLS
Convince 2, Knowledge 2, Subterfuge 2

TRAITS
Attractive
Charming

TECH LEVEL: 5

STORY POINTS: 12

BASTIC AMMUNITION

Bastic bullets were projectiles capable of penetrating Dalek casings. Orcini destroyed a Dalek on Necros by firing bastic bullets at it. (Revelation of the Daleks)

Enhanced ammunition for projectile weapons incorporating a mono-molecular tip, for armour penetration (negates 5 points of Armour) and an explosive core (causes a secondary wound if Armour is penetrated) for terminal effect (3/6/9 for all but the largest bullets).

For more advanced CPR slugthrowers (energy enhanced or liquid propellant), bullet damage is typically 3/6/9 base effect for rounds fired from handguns or machine pistols, 4/8/12 for assault rifles, and 6/12/18 for heavy sniper rifles.

By the Time War, Dalek defences have become immune to bastic ammunition.

OFF-OFF CANON: THE STRANGER

THE STRANGER AND MISS BROWN

(Summoned by Shadows, et al.)

In a pan-dimensional area referred to as the "Dimensional Web", there exist two races. The members of the Protectorate are bureaucratic rulemongers who believe in keeping history intact. by any means necessary. They are currently in charge, after having allegedly wiped out billions of Preceptors, members of the other race, whose survivors claim they created the Web as a playground to be experienced. Now, the Preceptors act by taking on corporeal forms within the material universe and carry out random acts of violence, terrorism and assassination in an effort to strike back at their oppressors, usually in teams of two or three. One such Preceptor cell was headed by Solomon, considered one of the top Preceptor leaders. His second-in-command and partner was Egan and the third, a relative newcomer, was named Saul. Solomon and Egan have worked together for a long time and therefore have complete faith in one another. Not so with the younger man.

However, one mission ends in disaster with Solomon being captured by the Protectorate and Egan and Saul managing to escape. Since the Protectorate no longer believes in execution (their own past is too bloody for that) and incarceration would be a drain on their resources, Solomon is selected to be the first to undergo a new process: the Estrangement Programme, in which the prejudices of the subject are "extracted" by a form of mental block or conditioning and all past memories of the subject's "crimes" are wiped out. Solomon awakens a changed man with no memory of who he was.

He is then assigned a Protectorate "custodian" who acts as his companion, Miss Brown, and begins his new life as the Doctor-like "Stranger". They travel time and space for some time, righting wrongs on their own initiative, though possibly doing the Protectorate's will without knowing it, until the Stranger enters a contemplative phase. Disillusioned, he puts an end to his travels to live as a hermit, away from the affairs of humanity. This state of being doesn't last long before he's drawn back into the fold by an ancient enemy known as the Controller. He is reunited with Miss Brown to whom he admits sedentary life was never really his style, and they resume their travels.

During a later adventure, the two of them are immersed in a holographic reality that blocks their memories. To defeat a malfunctioning combat suit, the Stranger is forced to hook his own brain up to a computer system, and the resulting shock causes the mental conditioning to be disrupted. This puts him back on his original time track, separating him permanently from Miss Brown, and landing him on 1994 Earth alone, and still without his memories. He runs into Egan and Saul (who fear he may have turned traitor) and a flippant Protectorate agent called Tamora Hennessay posing as a night club owner.

THE STRANGER

AWARENESS	5	PRESENCE	4
COORDINATION	3	RESOLVE	4
INGENUITY	7	STRENGTH	3

SKILLS

Athletics 2, Convince 3, Fighting 3, Knowledge 3, Marksman 3, Science 5, Subterfuge 5, Survival 3, Technology 4, Transport 3

TRAITS

Adversary (Major) – The Preceptors and Protectorate
Amnesia (Major)
Boffin
Brave
Code of Conduct
Dark Secret (Major) – Even he doesn't know the extent of his crimes as a Preceptor terrorist
Feel the Turn of the Universe
Impulsive
Indomitable
Outcast
Pan-Dimensional Being: Allows the character to use Transverse Point technology to enter and exit the Dimensional Web
Procrastinator
Psychic Training
Technically Adept
Time Traveller (All)
Tough
Vortex

EQUIPMENT

Time Transverser [Traits: Vortex. Story Points: 2.]

TECH LEVEL: 10
STORY POINTS: 8

His former cell mates probe his mind, and he is appalled to remember the psychopath he used to be. The Stranger accuses both sides of playing a game with human lives – the Preceptors killing and destroying only to break the Protectorate's rules, absolute chaos vs. absolute order – and rejects them both. He escapes and goes into hiding under the name "Preston Richards" while he slowly recovers his lost memories and tries to learn whether or not he's still being affected by the Estrangement Programme.

Egan and Saul, using the identities of Metropolitan Police detectives, track the Stranger down and force him to take them back into the Web, but Metaphysic, a heavily guarded research project into psychokinesis causes a tear in the Web that drags all three of them back to England and forces them to intervene when the experiments get out of control. And so it goes. The Stranger continues his travels, trying to keep at least one step ahead of a dark past that keeps catching up to him.

The Stranger is, on the surface, a lot like the Sixth Doctor, but he is a much more somber figure, in dress as much as in temperament. Though confident to the point of arrogance, self-loathing rather than narcissism informs his demeanour. He is less fond of fanciful language than his predecessor, though still a technical genius. The blocking of his memories and prejudices has elevated his thinking above the petty rivalries of the Web, but he feels a malaise about his past actions even though he does not remember them.

As for Miss Brown, she looks very much like Peri, but speaks with a posh British accent and likewise wears less colourful clothes. Secretly a Protectorate agent, she is a member of that race rather than a human, and though she keeps an eye on the Stranger for them, their bond of friendship is very real. Miss Brown is more self-possessed than Peri, succumbing to melancholy at times, perhaps, but rarely fear. Her values match those of the Stranger, wanting to help people and finding pain and death distasteful, which seems to be unusual for Protectorate members (though we have only Miss Hennessay to compare).

The two of them travel via the Web using a black hand-held device not unlike a small laptop, with a keyboard and a small screen. More powerful, personal computer-sized models exist, which can send people in the Web against their will and act as a communications unit. It is unclear whether a human being can be sent through the Web or if only pan-dimensional beings can (as it translates them into their true, non-material forms). When this occurs, the traveller is bathed in a blue glow before vanishing.

Note: *The Stranger's adventures are an example of how one might go about filing the numbers off the Whoniverse in a Doctor Who RPG campaign, in a way "fixing" elements the gaming group doesn't like. In this case, the Sixth Doctor's loud coat and Peri's bad American accent (are Colin and Nicola the players here?), or the Time Lords being separated into factions to give the game a different set-up.*

MISS BROWN

AWARENESS	4	PRESENCE	4
COORDINATION	3	RESOLVE	4
INGENUITY	5	STRENGTH	2

SKILLS

Athletics 3, Convince 3, Fighting 2, Knowledge 4, Marksman 2, Science 3, Subterfuge 3, Survival 3, Technology 3

TRAITS

Attractive
Brave
Charming
Code of Conduct
Dark Secret (Major) – Is a Protectorate agent
Empathic
Feel the Turn of the Universe
Indomitable
Obligation (Major) – to keep tabs on the Stranger
Pan-Dimensional Being: Allows the character to use Transverse Point technology to enter and exit the Dimensional Web
Psychic Training
Time Traveller (All)
Vortex

TECH LEVEL: 10

STORY POINTS: 8

ADVENTURE SEEDS

As a tribute to the original stories this book's concepts stem from, we here present a paraphrased version of the "Publishers' summary" found on the back of each book/audio as if they were role-playing plot hooks. These are meant as inspiration for your own adventures, though nothing quite beats reading or listening to the original source material. For ease of reference, you'll find page references to the material written-up from that story. It was not possible to include each story as a plot hook (they didn't all have usable blurbs), and for that we apologize in advance.

Grave Matter *[V19, L25]*
Dorsill: a group of islands shrouded in fog, the community facing economic ruin and struggling to survive. When Christopher Sheldon buys the islands outright, the locals owe him a debt of thanks. They don't ask too many questions about what Sheldon and his friends are up to; they don't care that he seldom ventures into the one small village; they don't ask why he saw fit to spend such a large amount of money – or where he got it from... Even when the first few people die, there's an assumption that it's down to natural causes: allergic reactions, an especially virulent strain of flu, a tragic fishing accident... And if the sheep and chickens are behaving oddly, that's hardly a worry. No, if there's anything to arouse suspicion, it's the arrival of retired civil servant Sir Edward Baddesley. But generally life goes on, with its little triumphs and upsetting tragedies. Until the players' strangers arrive...

Synthespians™ *[V117, L62]*
"We've been colonising planets for a thousand million years," she said, turning to the camera and giving her trademark smile. "All right, Mr. Matheson – I'm ready for my close-up." In the 101st Century, nostalgia is everything. Television from the 20th Century is the new obsession, and Reef Station One is receiving broadcasts from a distant Earth of the past, transmitting them to a waiting audience. When your TARDISeers arrive on Reef Station One, they find a fractured society, totally dependent on film and television. They also discover that the Republic's greatest entrepreneur Walter J. Matheson is in league with an old enemy. As the alien influence spreads its tentacles throughout the Republic, the heroes must unravel the link between Walter J. Matheson's business empire and the invaders. Because, if they don't, they'll end up in the deadliest soap opera of all time.

Shell Shock *[L47]*
One of your characters is washed up – literally – on an alien beach with only intelligent crabs and a madman for company. How can they possibly rescue the others who were lost at sea the same time as the TARDIS? Those characters have problems of her own. "Rescued" from drowning by an intelligent sponge growth, they have been adopted by the life form as its own personal gods. As the denizens of the beach come under increasingly vicious attack, the heroes must discover the vital truth in time to save all their lives.

Burning Heart *[A33, A54, V80, L26]*
There's a god in the machine – and the god is insane. In the self-contained Habitat on Dramos, things are getting out of control. Twenty million humans and aliens are at each other's throats, the lid barely held on by the Church of Adjudication, who through their OBERON systems wield absolute power. And we all know what absolute power does. Other things have been corrupted too. People, human and alien alike, are changing – mutating into something that, if left unchecked, could consume their entire enclosed world. Arriving in this disintegrating cosmopolitan society, player characters can fall in with the charismatic leader of Human First, a movement dedicated to bringing order out of chaos, or be imprisoned and put to the Inquisition by a church that really thinks its God is coming back. If somebody doesn't do something, and do it soon, nobody's getting out alive.

Players *[A80, V1, V83]*
The TARDIS has landed on the sun-baked veldt in the middle of a Boer War skirmish. And soon your characters are involved in the adventures of a struggling politician and war correspondent who they know is destined for greater things – a certain Winston Churchill. But mysterious forces seem to be interfering in his potentially great career... Arriving in London later, they enter high society but find themselves in a world of intrigue populated by notorious figures from Wallis Simpson to Joachim von Ribbentrop. And behind everything, they sense the hidden hand of the Players – mysterious beings who regard human history as no more than a chess board. Can they find the right moves to defeat them – before it's too late?

Blue Box *[V101, G15]*
The nineteen-eighties; as we enter the Age of the Personal Computer, the newborn "Internet" spreads across America, and the computer invasion enters our homes. Across the technological frontier, an incredible war begins between the criminals and their savvy opponents. A brilliant young programmer, a beautiful college student, and a mysterious hacker join forces to combat an electronic threat fallen into the hands of a notorious computer outlaw. These unlikely heroes fight their hi-tech skirmishes across the nation's vulnerable capital – and inside the world of the computer. The compelling true story of a secret computer project that could literally change the way you think.

Davros *[V123]*
TAI stock has shot up by over fifteen percent on news that galaxy-famous scientist Davros, controversial creator of the Daleks, has been hired to work on unspecified technological projects. Davros has been given the chance to redeem himself. Humanity stands on the verge of a new era, but it needs the help of the galaxy's greatest ever scientist. But Davros is dead... isn't he? From the bunkers and shelters of ancient Skaro to the gleaming domes of the future Earth Empire, Davros has always been a man of destiny. Now he's working for mankind's benefit. But how much do we really know about Davros? Has Davros really turned over a new leaf?

Cryptobiosis *[V68]*
There's a ship out there, on the ocean. She's called Lankester and every year she sails from Madagascar to New Orleans and back again. Every year. Without exception. Regular as clockwork. Her schedule is never behind. Her cargo is always fresh. This trip, she has passengers. The passengers have baggage. And the baggage might just be enough to sink her...

A Handful of Stardust *[A39]*
The TARDIS is diverted to England in 1572, and your heroes meet John Dee – "mathematician, astrologer, alchemist, magician, and the greatest mind of our time". But what brought them here? When they discover that Dee and his assistant have come across a "great disturbance in the cosmos, in the constellation of Cassiopeia", they realise that they are all in terrible danger.

Trouble in Paradise *[V13, V16]*
Responding to a desperate summons from their future selves, the TARDISeers find themselves on a sailing ship in 1492, where the crewmen are gripped by superstitious fear. They say the Devil walks among them, stalking and striking them down. Even though they have landed in paradise, they fear that "El Diablo" himself will drag them over the edge of the world and into the depths of hell. When your characters meet the captain of the ship, they discover that heroes can sometimes behave un-heroically. Their reaction leads them into deep water, and soon they fear not only for their lives, but also for the existence of the ship, the paradise island, and the Universe itself...

1963: The Space Race *[V55, L61]*
November 1963, and the Soviet space programme reigns supreme. Having sent the first animals, then the first men beyond Earth's atmosphere, now they're sending a manned capsule into orbit around the Moon. Just as Vostok Seven passes over into the dark side, however, its life support system fails. Only the intervention of your heroes, adopting the identities of scientists from Moscow University, means that contact with the capsule can be regained. But something has happened to the cosmonaut on board. She appears to have lost her memory, and developed extreme claustrophobia. Maybe she's not quite as human as she used to be...

The Nightmare Fair *[V115, L39]*
The TARDIS has been drawn to Blackpool in the year 1985 to investigate a dangerous space/time vortex... while enjoying some local attractions along the way. But an old enemy is watching from his base deep within the amusement park, a timeless being who craves revenge. The Celestial Toymaker has returned. The game is on. And, should he lose, you will pay the ultimate forfeit...

Mission to Magnus *[V4, V39, L57]*
The TARDISeers face enemies at every turn on the planet Magnus. There's the Time Lord bully Anzor, who made your Time Lord's life hell at the Academy. There's also Rana Zandusia, the matriarchal ruler of the planet, who seeks to prise the secret of time travel from these alien visitors. Also on Magnus is the slug-like Sil, still bitter from his defeat on the planet Varos and seeking to make his fortune from the most potentially destructive ends. And, deep within the planet, there is something else. Another old enemy. And the future is looking decidedly colder...

Leviathan *[L53]*
No one lives to old age in the village. When their Time is come, they are taken and never seen again. That is The Way. And, should anyone try to break with the established order of things, then the fury of Herne the Hunter is unleashed... When the TARDIS materialises near a castle in this medieval society, your characters befriend Gurth, a terrified youth who is attempting to flee his fate.

And Herne is closing in... Why does the local baron impose the culling? What is the secret of Zeron? And who are the Sentinels of the New Dawn? The answers lie within a cave...

The Hollows of Time *[V89, G13]*
Your characters have been on holiday, visiting old friend Reverend Foxwell in the sleepy English village of Hollowdean. But why are their memories so hazy? Piecing together events they recall a mysterious chauffeur, who is not what he seems, and Foxwell's experiments that could alter the nature of reality. Huge sand creatures have been sighted on the dunes, and many of the locals are devoted to a leader known as "Professor Stream". But who is Stream? And what lies within the Hollows of Time? You will discover that not every question has a definitive answer...

Paradise 5 *[V30, L65, G10]*
The TARDISeers visit the planet Targos Delta to check in on old friend Professor Albrecht Thompson, only to discover that he has vanished. He was last sighted taking a shuttle to the holiday resort of Paradise 5, then never seen again. Their curiosity is piqued. They must investigate, but they must do so stealthily... They can go undercover on Paradise 5, or hide in the shadows. Because paradise holds a terrible secret beneath the white marble and golden trimmings. The mute Cherubs have a story to tell. And the Elohim are coming. Beware.

Point of Entry *[A32, V22, V81, G6]*
The 16th Century. Playwright Kit Marlowe is attempting to write Doctor Faustus when a darkness descends on his life, in the cadaverous form of a Spaniard called Velez. The monstrosity is in search of a stone blade that was brought from South America... After a near-disastrous collision with an asteroid in space, the TARDIS makes an emergency landing in Elizabethan England. These two events are connected. The Omnim are ready. And the point of entry approaches...

The Song of Megaptera *[V35, V126, L76]*
Deep space in the distant future, and Captain Greeg and his crew are hunting mile-long Space Whales on a vast harvesting ship. By pure accident, they also capture your TARDIS. The crew must use all their wits to survive. But what is the creature running loose in the ship's bowels? And can they save Megaptera before its song is extinguished forever?

The Macros *[V87, L16, L67]*
The TARDIS materialises on the *USS Eldridge*, after the Philadelphia Experiment has gone disastrously wrong. Most of the crew are dead, the ship is disintegrating, and the player characters soon realise that the problem comes from another dimension... As they attempt to find a way to get the ship home, they visit the distant planet Capron and meet its tyrannical ruler Osloo. But the search for a possible solution only creates increasingly dire problems. Osloo's horizons have been widened – and space and time are hers for the taking...

The Guardians of Prophecy *[V61, V66, L74]*
The TARDIS materialises on Serenity, the last surviving world of the Traken Union. A good place for a holiday? Surely not tomb raiders, a labyrinth filled with terrifying monsters and a trap-laden necropolis. For Serenity's gentle name belies its history as the home planet of the Melkur, soldiers created to serve a long dead dark force, the embodiment of evil itself. Whilst they sleep, vicious thieves are after this force's secrets, and will stop at nothing to find them. But will they find more than they bargained for?

Power Play *[A17, V21, V85]*
It's been many years since Victoria Waterfield travelled through time and space fighting monsters and dictators. Now she's back on Earth fighting for the future of the planet. But are her environmental campaigns so far removed from those former adventures in the vortex? As trucks carrying nuclear waste start to vanish into the air, her friends are kidnapped by a dangerous alien police force and a nuclear power plant runs dangerously close to meltdown... Victoria spies your time capsule. The Doctor, she thinks. After all this time, the Doctor has come back. And now... Victoria Waterfield is going to kill him...

The First Sontarans *[A56, V31]*
1872. After finding a strange signalling device on the moon, the TARDISeers travel to the depths of the English countryside to track down the source of its transmissions. But they're not the first aliens to arrive on the scene. Old enemies are drawing their battle lines in the forest and the local humans will be lucky to escape the

conflagration unscathed. For hidden within this village is a deadly secret – a secret that could destroy the entire Sontaran race... and reveal the terrible mystery of their creation.

Whispers of Terror *[V130]*
Your TARDIS crew find themselves in the Museum of Aural Antiquities, where every sound is stored for posterity – from the speeches of Visteen Krane to security service wire taps and interrogation tapes. But they also find an intruder, mysteriously changed recordings, and a dead body. Before long they realise that there is more going on than a simple break-in or murder. How can they defeat a creature that is made of pure sound?

...ish *[V50, G6]*
A conference of lexicographers: bromides in tweed. But the leading expert in the field is found dead by her own hand – and by her hologlyphic assistant. Is he responsible? Does the death fit any conventional definitions? Can your characters make out who wrote the suicide note and why, exactly, it was riddled with spelling errors? There's also a guy, someone who loves language more than most. Maybe enough to kill for. Is it madness? Seeking transcendence in the complete lexicon? Having the right words on the tip of your tongue but never quite knowing when to use them?

State of Change *[L71]*
In less than 25 years the Romans have invented electricity generation, airships, radio and who knows what else. Is that reasonable? Ancient Egypt, 41 BC. The heroes watch as Cleopatra's pleasure barge glides up the Nile in preparation for her fateful meeting with Mark Antony. And an alien presence observes the TARDIS, waits for it to dematerialise, then pounces. When the time ship lands, your characters find themselves in ancient Rome, in the tomb of Cleopatra. But something is very wrong. The tomb walls depict steam-driven galleys and other disturbing anachronisms. The Roman Empire is preparing for a devastating war – using weapons from the future capable of destroying the entire world.

Palace of the Red Sun *[A37, V38, L32]*
Glavis Judd: Protector of the galaxy or interstellar tyrant? Unscrupulous reporter Dexel Dynes doesn't care. He's only after a sensational story – the more violent the better. Meanwhile, the TARDIS has landed on a strangely isolated little world, whose immaculate gardens basking under a timeless sun seem the very model of tranquility. Of course, it's too good to be true. With the threat of invasion looming, the TARDISeers set out to confront the lofty Lords of Esselven, pass safely through the vast gardens of the royal estates while evading the clutches of their fanatical gardeners, and face the dangers of the dark and mysterious wild woods, which hold their own ancient secrets. It is a race to save the people of Esselven from the clutches of Glavis Judd. But who amongst the garden world's strange inhabitants can they trust, when nobody is quite what they seem? As time runs out, will they discover who really rules inside the Palace of the Red Sun?

Vampire of the Mind *[V70, L24]*
Somewhere off the South Coast of England, there's a lonely island. On that island stands a solitary castle, long since abandoned – haunted, they say. But the truth is, that castle houses something far worse than mere ghosts. The castle is what lies at the end of a trail followed by your heroes in search of several missing scientists – all of them connected to the top secret Dominus Institute and its elusive CEO, Sir Andrew Gobernar... But they will soon discover that they're the ones being haunted, by a ghost from the past... or perhaps, the future.

Slipback *[V15, V65, L89]*
The TARDISeers share an adventure on board a starship taken over by its dual personality computer, which tries to take the ship back to the dawn of the universe and start life again. Along the way they meet a couple of comedy policemen, an art thief and a captain who wants to infect his crew with one of his diseases...

Year of the Pig *[A77]*
Ostend, 1913. War is coming. A war in which millions will die. And the guest in suite 139 of the Hotel Palace Thermae knows it. Which is odd, considering he has trotters, a snout and a lovely curly tail. Toby the Sapient Pig is a swine on the run. Two peculiar strangers have been hunting him across Europe. The first, Miss Alice Bultitude, is an Englishwoman and collector of obscure theatrical ephemera. The second, Inspector Alphonse Chardalot, is a celebrated member of the detective police – the man who brought the trunk murderess of St Germain to justice. Your characters must do battle with a villain who wants to wipe every last human from the face of the earth – once he's had just another dish of truffles. And maybe a valedictory glass of fizzy lemonade.

Time of Your Life *[A1, A9, V54, L58]*
"Organic bugs must be purged from the system," the screen told him. Then, more succinctly, "You die." The Network broadcasts entertainment to the planets of the Meson system: *Death-hunt 3000, Prisoner: The Next Generation, Bloodsoak Bunny*... Sixteen channels, and not one of them worth watching. But for the citizens of poverty-stricken Torrok, television offers the only escape from a reality too horrible to face. However, all is not well on the giant, chaotic space station. A soap star has murdered his

wife's lover; the robotic regulars of *Timeriders* are performing random kidnappings; and a lethal new game show is about to go on the air. Can your heroes uncover the cause of the apparently random disturbances – or will their appearance as competitors on *Death-hunt 3000* be the last of their lives?

Killing Ground *[A9, A20, L4]*
"Imagine that you can live forever and life is totally free from pain. You can see all things with clarity, unblinkered by irrelevant details. You will never fear, never sicken, never lose control. That is what the Cybermen are offering." The Cybermen have taken control and set up a breeding colony to propagate their own race. While some might languish in a cell at the mercy of the sadistic Overseers, the others join up with a group of rebels and work on a desperate rescue bid. With time running out, the rebels move into action. But will their solution prove more deadly than the problem itself?

The Wormery *[V12, V91, L12]*
There's one place in creation where the truth really can be found in the bottom of a glass – Bianca's, a very special and very exclusive little club. The TARDISeers, careworn and seeking quiet distraction, gain admission. But their rest and relaxation is soon shattered by the wobbly arrival of louche trans-temporal adventuress Iris Wildthyme. She claims she's on a secret mission of vital importance, the success of which hinges on her getting paralytic. When she's drunk, she can hear the whispering voices in her head... They soon learn that Bianca's airs and graces cover not just one malevolent power lurking in the shadows, but several. And a wriggling, writhing presence has designs on the clientele – just as Bianca herself has designs on your heroes.

Excelis Rising *[L9]*
The city of Excelis has grown, spreading a vast Empire throughout the globe. Science and engineering have provided a new Age of Reason. But the more things change, the more they stay the same, and once again death follows the mysterious Relic through the halls of the Imperial Museum. When the TARDISeers help the Curator and the local authorities with this mystery, they find themselves crossing paths with a familiar face from Excelis' history – but no-one lives for a thousand years, do they?

The Carrionite Curse *[A57]*
Katy Bell returns to her Midlands home to find strange goings-on at the buskers fair. A witch trial in the 1980s. A bonfire ready to be lit... Luckily, colourful visitors are already investigating, and the local vicar, Katy's dad, is versed in tales of the macabre. Terrifying forces are on the loose, and the town hall holds a secret. There is black magic in the Black Country, and the name of an enemy on the tip of your tongue... Something wicked this way comes.

The Lure of the Nomad *[A14, V60]*
For thousands of years, it has drifted through space, unimpeded, forgotten, seemingly lifeless. Now, finally, it has been discovered. Responding to a distress call from the mysterious hulk, the TARDISeers, walk into a desperate situation. The multi-tentacled semibionic Makara were tasked with renovating the abandoned craft, but now they've begun murdering their employers. The heroes soon realise that the Makara have been programmed to kill, but by whom, and for what reason? Finding out the truth will mean uncovering a secret that threatens the entire Universe.

Iron Bright *[A49, L55]*
It's London, 1828, and the father-and-son team of Marc and Isambard Kingdom Brunel are masterminding a dangerous project – the digging of the Thames Tunnel. There's just one problem... The Brunels' tunnel is haunted. Every night, a spectral blue lady walks the excavation. Now, the 22-year-old Isambard, eager to step out of his famous father's shadow, finds himself dealing with the supposed supernatural. Will you help?

Hour of the Cybermen *[A59, A61, L18]*
Answering a call from UNIT, your characters arrive in London to find the streets deserted, apart from looters in possession of a valuable commodity – water. Britain is suffering an extreme and bizarre drought. The cause is suspected to be extra-terrestrial. The discovery of a signal being transmitted into space, and of a spacecraft whose crew are desiccated corpses, provides a possible answer. But the true enemy is an even older foe. The Cybermen have been patient, setting their plans in place over a number of years. As the final stage is implemented, in the darkest hour, you must identify who among your allies you can trust.

The Acheron Pulse *[V121, V138, L17, G2]*
The planet Cawdor. Deep in the heart of the Drashani Empire. The TARDIS lands thirty years after the Succession of Blood brought Empress Cheni to the throne. For most of her reign there has been peace and prosperity. The Empire flourished. But five years ago, the War came. And nothing was ever the same again. Now the Drashani are at war with the mysterious alien race known as the Wrath, led by the Warlord Tenebris. As more and more planets fall to their advance events are rushing to a head. What exactly does Tenebris want? What is the secret of the Wrath's weapon, the terrifying Acheron Pulse? As your TARDISeers race to save an Empire, they may not like the answers they find.

I.D. *[V25, L63]*
In the 32nd Century, the characters find themselves on a planet piled high with discarded computer technology. Picking over these remains are an army of Scandroids, a collection of unsavoury, illegal Data Pirates and a team of researchers from the mysterious Lonway Clinic. This is a world of organic-digital transfer and "personality surgery" which is disturbing enough, until something far more deadly starts to emerge.

Peri and the Piscon Paradox *[A5]*
Journey to Los Angeles 2009 to do battle with a Piscon. His name is Zarl, and he's a fish of utmost evil. Zarl is going to steal all the water of Earth and sell it to the highest bidder. Or blow up the San Andreas fault. Or the planet. Or something like that. He's a bit vague on that point. Fortunately, to stop him there's help from an unexpected source: a future version of Peri Brown. She knows Zarl's dark secret. But should the future Peri be on Earth at all? Something smells fishy – and it's not just Zarl.

The Marian Conspiracy *[A6, A63]*
The TARDIS crew must travel back to Tudor times to stabilise the nexus and save the life of one of the characters. But there they meet the Queen of England and must use all their skills of diplomacy to avoid ending up on the headman's block...

The Spectre of Lanyon Moor *[V100, V111, L52]*
In a desolate Cornish landscape littered with relics of prehistoric man, your heroes uncover a catalogue of mysteries. What is the secret of the fogou? Can the moor be haunted by a demonic host of imps? And what is Brigadier Lethbridge-Stewart doing in Pengriffen? Teaming up with him, the TARDISeers realise that an ancient conflict is nearing its conclusion – and Lanyon Moor is set to be the final battleground.

The Apocalypse Element *[A36, A76, L8]*
When the planet Archetryx is threatened by a Dalek assault squad, your characters become embroiled in an ever-deepening mystery. What has become of President Romana, missing for twenty years? What lurks in the vast gravity wells of Archetryx? What is the secret of the ancient element the Daleks are synthesising – and how does Gallifrey feature in their plans? If they cannot conquer the universe they will watch it go up in flames...

Bloodtide *[A28, A31, V125]*
The prehistoric Earth is dying. Thunderclouds roll across the skies, cloaking the land in darkness. The seas crash and boil as the rain turns to acid. The remnants of the Silurian race place themselves in suspended animation, deep below the surface. One day they will awaken and reclaim their world... The TARDIS has landed on the Galápagos Islands, a desolate outcrop of rocks shrouded in mist and fear. In the settlement of Baquerizo Moreno, there are rumours that prisoners have been mysteriously disappearing from the gaolhouse. A fisherman has been driven insane by something he saw in the caves. And the TARDISeers are not the only new arrivals; there is also a young natural philosopher by the name of Charles Darwin...

Project: Twilight *[A29, V32, V78, L27]*
In the renovated docklands of South East London, on the bank of the River Thames, the doors of the Dusk are open for business. Bets are called, cards are dealt and roulette wheels spun. As fortunes are won and lost, an inhuman killer stalks the local avenues and alleyways – a killer with a taste for human flesh. Is there more to casino owner Reggie "the Gent" Mead or is he just a common gangster? What secrets are hidden in the bowels of the Dusk? And what connection does the apparently sleazy Bermondsey casino have to a long-buried government initiative known as Project: Twilight? Your heroes must form uneasy alliances where the line between friend and enemy is blurred, playing games of chance... But are the stakes too high?

The Sandman *[V36, L20]*
The Clutch is a fleet in constant motion, ships jostling for position, in an endless migration between the stars. For the Galyari, forbidden by an ancient curse from settling on a world ever again, the Clutch is home. But the curse travels with them... The Sandman, a figure of myth and folk-lore, preys on the young and old alike. He lurks in the shadows and it is death to look upon him. All too soon after the TARDIS arrives, it is evident that your Time Lord and the Galyari share a dark history, and the companions may be shocked to discover that, on the Clutch, it is their friend who is the Sandman.

Jubilee *[V77, L30, G4]*
Hurrah! The deadly Daleks are back! Yes, those lovable tinpot tyrants have another plan to invade our world. Maybe this time because they want to drill to the Earth's core. Or maybe because they just feel like it. And when those pesky pepperpots are in town, there is one thing you can be sure of. There will be non-stop high octane mayhem in store. And plenty of exterminations! But never fear. The player characters are on hand to sort them out. Defenders of the Earth, saviours of us all. They will fight once again to uphold the beliefs of the English Empire. All hail the glorious English Empire! Now that sounds like a jubilee worth celebrating, does it not?

The Crimes of Thomas Brewster *[A7, A38, A52, V122, L78]*
Sent down south to assist the Metropolitan Police in their efforts to investigate a gangland kingpin known only as "the Doctor", Detective-Inspector Patricia Menzies finds herself up to her neck

in laser-armed robot mosquitoes, gun-running criminal overlords, vanishing Tube trains... and not one, but two Doctors. Meanwhile, the TARDISeers, have become ensnared in the machinations of an old acquaintance – time-travelling Victorian guttersnipe Thomas Brewster. But what's Brewster's connection to the rapacious robot Terravores? And can anyone contain the gathering swarm?

The Feast of Axos *[V10, V49]*
"Axos calling Earth. Fuel system exhausted. Request immediate assistance." Many years ago, the vast space parasite Axos attempted to suck the planet Earth of its energy. Now it's all but forgotten – a dried-up husk, marooned in orbit, still stuck in the time loop it was placed in by Earth's defender, the Doctor. Forgotten, that is, except by space tourism billionaire Campbell Irons – who's hatched a plan to solve the world's energy crisis by reviving Axos, and transmitting its power back to Earth. But the crew of the spaceship Windermere aren't alone aboard the parasite. Axos is waiting.

Industrial Evolution *[A72, V46, G2]*
19th-Century Lancashire: where the white heat of the Industrial Revolution burns hottest at Samuel Belfrage's brass mill, a mill plagued by more than its fair share of work-related injuries. While Thomas Brewster struggles to secure a fair deal for Belfrage's overworked hands, your TARDIS crew follow the Copper King to Liverpool, there to discover the unexpected truth about Belfrage's business. Back in Ackleton, the local MP voices the fears of many when he says that the machines are taking over. He's more right than he knows...

Doctor Who and the Pirates *[V97]*
All aboard, me hearties, for a rip-roaring tale of adventure on the high seas! There'll be rum for all and sea shanties galore as we travel back in time to join the valiant crew of the good ship Sea Eagle, braving perils, pirates and some peripatetic old sea-dogs – your characters! Gasp as Gallifreyan buccaneers crosses sword with the fearsome Red Jasper, scourge of the seven seas and possessor of at least one wooden leg! Thrill as Pirate Queens sets sail in search of buried treasure, with only a foppish ship's captain and an innocent young cabin boy by their side! Marvel at the melodious mayhem which ensues as we sail the ocean blue! And wonder why very few stories have happy endings...

Real Time *[V33, L19, L23]*
Your TARDIS crew is sent to Planet Chronos to find and bring back several survey mission teams that have vanished into thin air. They are close to solving the mystery, when a member of their gang mysteriously disappears. They realise that these disappearances are far more serious than they thought. The Cybermen couldn't possibly be behind these strange goings on... could they?

Project: Lazarus *[A29, V32, V44, V78]*
"I'll survive. I always do." Unfinished business. A frightened girl is stalked in a land of eternal night. A hunter longs for recognition and power. Travellers in time return to correct the mistakes of the past and face a danger that could rob them of their future. Unless that future intervenes. And in the shadows stands Nimrod. Waiting... Welcome to the Forge.

Medicinal Purposes *[V14, V24]*
Edinburgh, 1827. The infamous body snatchers William Burke and William Hare are at large. The local prostitutes dull their fear with cheap whisky. The graveyard owls are hooting. Business is good. When your accidental tourists stumble upon one of Britain's most lurid, illuminating chapters in history, a simple case of interest in the work of dedicated man of science Doctor Robert Knox, quickly turns sour. Just what is that time-bending Scots mist? Whatever it is may put the very fabric of the universe under threat... As always.

The Nowhere Place *[L81]*
2197: The fighter-carrier Valiant has just crossed Pluto's orbital path. Its captain is expecting trouble from alien raiders. She is not expecting you. She does not believe members of her crew when they say they can hear an ancient bell ringing. A bell that strikes terror into their hearts. 1952: The Turret Class locomotive Ivy Lee is hurtling through the night. On board, there should only be two passengers: both of them carrying documents from the War Office. But now, there are also unexpected visitors on the train. You have arrived and "Time's End" is approaching.

A Town Called Fortune *[L38]*
"Wanted dead or alive for the murder of... William Donovan!" Problems beset your heroes as they travel by train to the Wild West town of Fortune. A young woman is investigating the murder of her father nine years earlier, and a wanted poster indicates that one of them is the killer! With the TARDIS lost to them and the law on their tail, can the travellers unravel the mystery – or will Rachel Ann Donovan take her revenge first?

Assassin in the Limelight *[V24, V45, L36]*
Ford's Theatre, Washington. Friday, 14th April, 1865. The assassination of Abraham Lincoln. The place, the date and the event which made history. Or did it? Someone has been tampering with time, muddying the waters of history for his own purposes. Time itself is out of joint and the chief culprit is the enigmatic Doctor Knox. Somehow your characters must put history back on track before the future dissolves into chaos. But Knox, it turns out, may be the least of their worries...

The Maltese Penguin *[A8, A43, V51]*
It was just another quiet day on the mean streets for your private detectives. But then a dame walks into their office and into their life. A dame who is drop dead gorgeous and drop dead deadly, offering them a case they just can't refuse. Well, they could refuse it. If they really wanted to. But they have to pay the rent. When their paths cross, they find themselves involved in a web of mayhem and intrigue. A web of gangland killings, corrupt cops, sentient bloodstains and very rude hotel receptionists. A web of murder and deceit, treachery and fisticuffs. That sort of web. You know. The sticky kind.

The Shadow in the Glass *[A34, V1, V133, G9]*
May 17th 1944: A squadron of Hurricanes shoots down an unidentified aircraft over the Dorset village of Turelhampton. A routine operation. So why is the village immediately evacuated? 2001: Troops still occupy Turelhampton, guarding the village's

dark secret. When a television documentary crew break through the cordon looking for a story, they find they've recorded more than they'd bargained for. Meanwhile, in Cornwall, a journalist is witness to a terrifying ceremony: agents of the worst evil in history plan to unleash a new, unthinkable horror on the world. Caught up in both a deadly conspiracy and historical mystery, retired Brigadier Lethbridge-Stewart calls upon some time-travelling friends. Half-glimpsed demons watch from the shadows as you discover the last, and deadliest, secret of the Second World War.

Mission: Impractical *[A50, V76, V107, L83]*
When daring criminal Jack Chance masterminds the heist of a precious national treasure from the planet Veltroch, it is the first step in a chain of events that could lead to the destruction of two civilisations... Pursued by bounty hunters, the player characters run into Glitz and Dibber – notorious rogues who have become involved in something big: a covert government agency on Vandor Prime is forcing the pair to turn their criminal talents to its own ends. The heroes are soon drawn into the mysterious scheme themselves – but what game is truly being played by the authorities? How is the group of Ogron raiders involved? And who is so desperate to see them dead? Caught in a web of deceit and pursued by ruthless killers, their mission – should they decide to accept it – is to join Glitz's gang and pull off the crime of the century. And failure will result in an interstellar war costing the lives of millions...

The Holy Terror *[A40, G12]*
The TARDIS lands in a forbidding castle in a time of religious upheaval. The old god has been overthrown, and all heretics are to be slaughtered. Obviously it isn't the sort of thing which would happen there every day – just every few years or so. Soon after the TARDISeers are hailed as messengers from heaven, they become vital to opposing factions in their struggle for power. But will they be merely the acolytes of the new order – or will they be made gods themselves? Evil is growing deep within the crypt. And the pair soon find out that they will be lucky to escape their new immortality with their lives.

The Ratings War *[V98]*
Beep the Meep is back – and he's found a new channel for his aggression! A brand new series is about to make television history, but can your heroes prevent their furry foe from turning a docu-drama into a crisis, or will the fluffy-wuffy animals get it in the neck? The first shots in the ratings war have been fired, and the next one is aimed at your head...

The Ultimate Adventure *[A11, L10]*
The Daleks have allied themselves with the Cybermen and a deadly band of mercenaries. The future of Earth depends upon a vital peace conference. And Mrs T knows that only one Time Lord can save the world. There are epic battles. There are betrayals. There is love, and there are even songs. Take your seat for... The Ultimate Adventure!

Beyond the Ultimate Adventure *[A11, L10]*
The TARDIS crew have survived monsters, Madame Delilah and Mrs T, but then their former enemy Karl calls them back to the Bar Galactica. The mercenary has a cryptic message concerning Ultima Thule, where fabled treasure and a threat to the universe await...

The Condemned *[A2, A38, V110, L2]*
"Dr John Smith – you're under arrest. You do not have to say anything, but it may harm your defence if you do not mention when questioned something which you later rely on in court..." Manchester, 2008: The TARDIS lands inside a run-down tower block, beside a dead body – which leads to some awkward questions when your characters are found there by the police. Made the prime suspects, how can they prove to the no-nonsense DI Patricia Menzies that this is not the open-and-shut case it seems, and that she's actually investigating the death of an alien? Higher up in Ackley House, a girl named Maxine watches them being taken away in a squad car. Someone wants her to find out what happened in that room, and isn't going to be happy if she doesn't come up with the goods. A deadly conspiracy is at work – one whose effects will be felt far beyond the walls of Ackley House...

The Doomwood Curse *[V20, V41]*
Curses and tombs, revenge from beyond the grave – and Dick Turpin! England, 1738: On the trail of a lost book, your heroes arrive at the beautiful country estate of Sir Ralph and Lady Sybil. But all is far from idyllic. There's a murderer on the loose, and the nearby woods are the haunt of the notorious highwayman Dick Turpin. And that's not all. Something else has journeyed here. Something that could destroy the very fabric of reality. They have just forty-eight hours to solve the mystery before the whole world succumbs to the Doomwood Curse.

Brotherhood of the Daleks *[V73]*
The TARDIS makes a trip to the jungle planet of Spiridon, where your TARDIS crew fall in with a lost platoon of shellshocked Thal soldiers – victims of a sneak attack by their blood enemies, the Daleks. Besieged by deadly flora, surrounded by invisible monsters, and with all hope of rescue gone, the Thals are the victims of a grim experiment in psychological warfare. With the very nature of reality under threat, the heroes need each other more than ever. But dark forces are conspiring to tear them apart...

Return of the Krotons *[L64]*
The dead planet Onyakis is being plundered by the last survivors of the human race, and their leader, Commander Cobden, will stop at nothing to get what he wants. Already there are rumours of those who stand against him mysteriously disappearing. But when the player characters find themselves on the side of those trying to expose Cobden, they discover something far more sinister. Deep in the mines of Onyakis, alien technology is reactivating. Power is flowing. Something is forming in the darkness...

The Raincloud Man *[A38, A62, V118, L46]*
An intriguing mystery suddenly presents itself. And to solve it, the TARDISeers must plunge into the criminal underbelly of Manchester, where an old friend is up to her neck in alien trouble. But what seemed like a mere mystery ends up being a life or death struggle at the centre of an interplanetary war in which the stakes are so high, your heroes must gamble and lose their identity. And throughout, the lone figure of the Raincloud Man may hold the key to success or failure.

Patient Zero *[A16, A44, V131, L6]*
The TARDIS travels back in time, beyond all known civilisations to the vast, mysterious Amethyst Viral Containment Station. where Daleks have travelled back in time on their own mission, to bring them the ultimate victory they crave. But it is a mission so complex and delicate that even they know they must beware the web of time... Who is Patient Zero? And why have the legendary Viyrans been summoned?

Paper Cuts *[A16, A47, A75, V88, V93, L82]*
The Empire is lost. The Deathless Emperors are dead. The future may never happen. An urgent summons to your noble characters. Draconia, so elegant yet so savage, is in worse turmoil than ever. Who will be next Emperor? The highest Prince? The lowest peasant? The soldier with no name? Or one of your characters? Who controls the army of deadly origami warriors?

Blue Forgotten Planet *[A16, V131, L13]*
"So, this is the blue planet you've forgotten about. But take another look. You helped us once. I know you can help us again." On Earth, civilisation has ended and time is running out for the TARDISeers. Will the mysterious Viyrans really help? Without you, the human race will die out. And Planet Earth will surely be our tomb.

City of Spires *[A10, A41, A69, V43]*
Arriving in a hail of musket fire, the player characters unexpectedly finds themselves in the highlands of Scotland, where the ruthless Black Donald and his band of rebels are fighting the Redcoats. But the highland warriors no longer fight for the Jacobite cause and the English officers answer only to the mysterious Overlord. What has happened to Scotland and why are its moors littered with advanced, oil-pumping technology? Your heroes must venture into the sinister City of Spires to find the answers. But standing in their way is the deadly Red Cap...

Night's Black Agents *[A10, A41, V67]*
The TARDISeers are lost on the moors of Scotland, where the legendary Kelpie roams... They are offered shelter by the Reverend Merodach, the minister of the parish of Lammermoor, and are welcomed to his castle. But strange forces are at work within its walls, and Merodach is not what he appears. Can they prevent their powerful enemy from taking the TARDIS for himself?

The Wreck of the Titan *[A10, A27, A41, A67, G8]*
"It's the biggest ship the world has ever known – and in just twenty minutes' time it's going to hit an iceberg the size of Ben Nevis!" The North Atlantic is a treacherous place at the best of times. 14 April 1912 is the very worst of times. Your heroes find themselves trapped aboard the *RMS Titanic*, 400 miles off Newfoundland and heading towards a conclusive appointment with destiny. But the iceberg isn't their only problem. Down in the inky depths, something is hunting: something huge, hostile and hungry. This should certainly be *A Night To Remember*.

Legend of the Cybermen *[A10, A27, A41, A69, G8]*
The Cybermen are on the march through the Hundred Realms, killing and converting as they go. Resistance is useless. Trapped on the outermost fringes of the battle, the player characters are astonished to encounter astrophysicist Zoe Heriot. But what hope is there of a happy ending against the unstoppable Cybermen?

Voyage to Venus *[L85]*
Your characters find themselves whisked off to the planet Venus in the distant future, at a time when warrior women rule from a floating city in the clouds. There's a mystery here, one that the Grand Empress Vulpina intends to keep secret. Even if it means destroying these visitors from the long-dead planet Earth...

Voyage to the New World *[A74, V104, L70]*
Roanoke Island, 1590. The TARDIS materialises in the past, and the heroes find themselves prisoners of the natives in the New World. But there's something something strange here – stranger than even the colonists, led by Englishman John White. What are the ghostly children? And who is the Old Man of Croaton? The travellers are about to discover the secret of the lost colony... and it may cost them their lives.

The Curse of Davros *[A52, V75, G7]*
There's a flying saucer whooshing over the top of the night bus, another extraterrestrial menace on your tail – the Daleks, and their twisted creator Davros! But while you struggle to beat back the Daleks' incursion into 21st Century London, Davros's real plan is taking shape nearly 200 years in the past, on the other side of the English Channel. At the battle of Waterloo...

The Fourth Wall *[V58, V86, G14]*
Business is bad for intergalactic media mogul Augustus Scullop, whose Trans-Gal empire is on the rocks. But, having retreated to his own private planet, Transmission, Scullop is about to gamble his fortune on a new show, made with an entirely new technology. And the name of that show... is *Laser*. Back in the real world, far from the realms of small screen sci-fi fantasies about monsters and aliens, the TARDISeers find themselves drawn into Scullop's world. So, while some of them uncover the terrible secret of Trans-Gal's new tech, the others battle to survive in a barren wilderness ruled over by the indestructible Lord Krarn and his pig-like servants, the Warmongers. And the name of that wilderness... is "Stevenage".

Wirrn Isle *[V48, L29]*
The year is 16,127. Four decades have passed since the colonists of Nerva Beacon returned to repopulate the once-devastated Earth – and the chosen few are finding the business of survival tough. Far beyond the sterile safety of sanitised Nerva City, transmat scientist Roger Buchman has brought his family to an island surrounded by what they once called Loch Lomond, hoping to re-establish the colony he was forced to abandon many years before. But something else resides in the Loch. A pestilent alien infestation. The Wirrn are back. And they're hungry.

Antidote to Oblivion *[V4, V17, V128, L22]*
Future Britain is bankrupt, its corporate owners facing financial ruin. Fortunately, the Universal Monetary Fund, and its slimy representative Sil, are willing to give its President a multi-billion credit bail-out... but terms and conditions apply, and Sil's proposed austerity measures go far beyond mere benefit cuts. Responding to a distress call, the TARDIS lands in a London whose pacified population has been driven largely underground. But the horrors down there in the dark are as nothing to the horrors that await them at ConCorp HQ, where a young biochemist in Sil's employ is working on a permanent solution to the nation's terminal unprofitability. Because in the final account, Sil plans to make a killing...

Vortex Ice *[G18]*
In search of "exotic particles", the TARDISeers arrive 700 feet underground, in a mine in Northern Mexico – only to run into a scientific expedition. Among their number, an exobiologist. They're all on the hunt for alien life! Deep underground, the team finally uncovers a cave of vast crystals – like ice, despite the heat. And inside the crystal: something frozen. Something trapped in time. If only it were something simple, like a monster. But it's far, far worse than that.

Cortex Fire *[V127, L35]*
Your characters go to the futuristic city of Festin, the best vantage point to witness a unique astronomical light show. In a city governed by the all-powerful network known as the Cortex, they're soon identified as outsiders – nihilists, perhaps, responsible for a wave of terror that's been sweeping the city... But the truth is different. The people of Festin are burning up. Spontaneously combusting. And no-one knows why...

The Brood of Erys *[V26, L31]*
Space travellers are warned to keep away from the area of the planet Asphya and its unremarkable moon Erys. Not the best place to materialise the TARDIS, then – as the heroes soon discover when their ship is raided by the imp-like Drachee, and at least one of their number is carried away... But the TARDIS isn't the only stricken vessel in the region. Aboard a nearby space yacht, the player characters encounter a woman who holds in her head the secret of Erys – a secret suppressed by amnesia, or worse. But once you know Erys' secret, you can never escape.

Scavenger *[A71, V103]*
Thursday 28 May 2071: the day the Anglo-Indian Salvage 2 rocket launches. Its mission: to clean up space; to remove from Earth's orbit over a century's worth of man-made junk... From the viewing window of a nearby space station, you have a unique view of Salvage 2 as it sets about its essential task – and of the disaster that unfolds when Salvage 2 encounters something it's not been programmed to deal with. Something not of human manufacture... Down on Earth, your characters resist becoming part of a 500-year tragedy being played out in orbit, hundreds of miles above. And millions will die if they fail.

The Widow's Assassin *[A35, A66, V11, V62, L49]*
Once, long ago, in a land of monsters and corridors, a fair maiden was captured, and placed in a deep sleep. She was used to being captured, and she had a hero who rescued her on just such occasions. But this time the hero never came. And the fair maiden slept on. Eventually, a King rescued the maiden, and made her his bride, which many wise old women might tell you is just another way of capturing fair maidens. And still the fair maiden slept on. Then, the hero had another stab at rescuing the maiden from her prison, but he was too late. And, more importantly, he had forgotten the rules of fairy tales. He didn't slay the dragon.

Masters of Earth *[V29, G4]*
The year is 2163. Ten years since the Daleks invaded the Earth. One year until the Doctor, in his first incarnation, will help bring

the occupation to an end. But for now, their reign of terror goes on. The TARDIS brings your characters to Scotland – enslaved, like everywhere else on the planet. But there are rumours of Dalek-free islands off its coast. Places where resistors and refuseniks are coming together, gathering arms and armour, preparing to strike back against the enemy. When the TARDISeers fall in with an unlikely group of freedom fighters making that dangerous journey to Orkney, they find themselves trapped – but not only by the Daleks, their robotised henchmen and their human collaborators. By history. Because history shows that for another year, resistance is useless... The rebellion must fail – and you can do nothing to help.

The Rani Elite *[V95, L21, G7]*
The TARDIS arrives in the CAGE – not a trap, but the College of Advanced Galactic Education, one of the most prestigious academic institutions in colonised space. Not a trap. Or is it? Your Time Lord is here to receive an honourary degree in Moral Philosophy. But there's something rotten at the heart of the Medical Facility. Someone is operating on the students. Someone without a conscience. Someone with access to a Sidelian Brain Scanner – a technology that hasn't been invented yet. That someone is the ruthless Time Lord scientist known as the Rani – in her new incarnation. But will your crew recognise the Rani's hand before her trap is sprung?

Last of the Cybermen *[V116, L68]*
It's been ten years since the final assault on Telos, the last act of the Great Cyber War. Thanks to the Glittergun, humanity prevailed – and the half-machine Cybermen were utterly obliterated. Out on the furthest fringes of the galaxy, however, they left their mark – in the form of a giant Cyber-head, hundreds of feet high. A monument? A memorial? A tomb? You set out to investigate... Has the universe really seen the last of the Cybermen..?

Criss-Cross *[A4, V3, V135]*
Bletchley Park. Britain's most secret weapon in the Second World War. Inside draughty huts, the earliest computers clatter day and night, decoding enemy transmissions and revealing intelligence crucial to the country's defence. But your recent arrival among the code-breakers has attracted the attention of MI5's spycatchers... Over in mainland Europe, Nazi agents are briefed, covert operations planned, and a German submarine embarks on a very secret mission. As encrypted radio waves criss-cross the planet, unearthly forces stir. And when certain cyphers are cracked, something will emerge to threaten all humanity, regardless of allegiance...

Planet of the Rani *[V94, V95, L59, G1]*
Miasimia Goria was a quiet planet, an ancient world of bucolic tranquility... until the Rani arrived with ideas of her own. She planned to create a race of new gods... gods that she could keep on her leash, but those plans went horribly wrong. Now, she languishes in the high security of Teccaurora Penitentiary, consigned there for her crimes. But the Rani, always resourceful, ever calculating, wants revenge, even if it takes a hundred years... and then she has other unfinished business. The ruins of Miasimia Goria await...

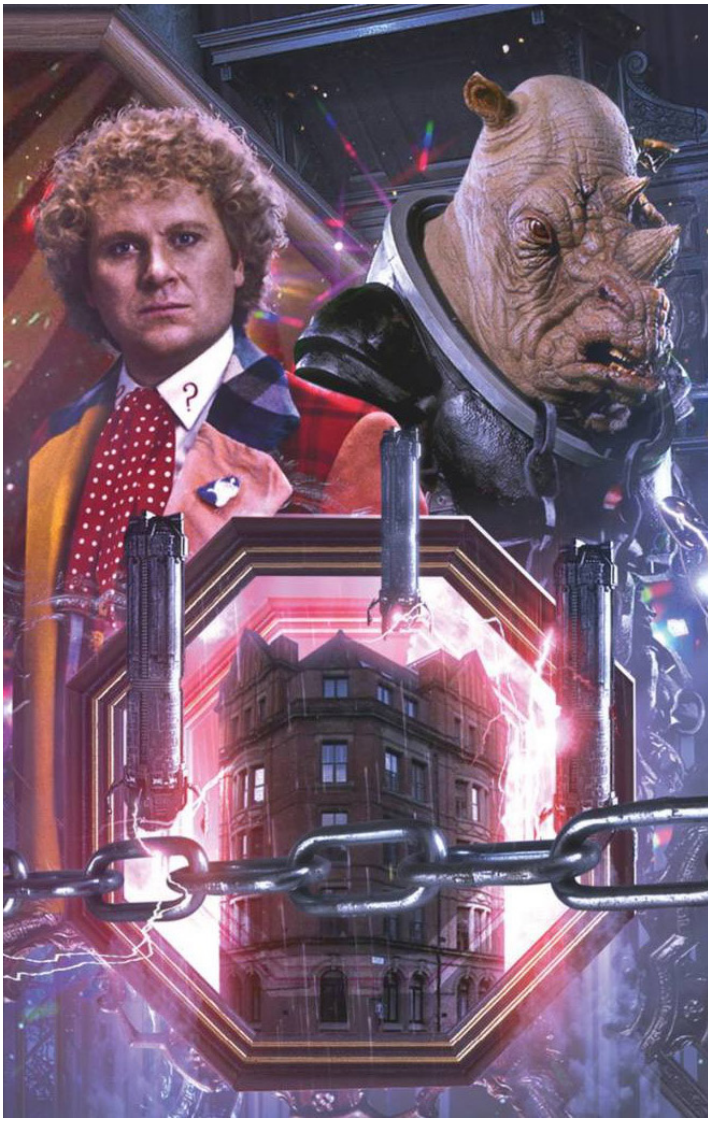
Shield of the Jötunn *[V119, L15, G17]*
2029 AD. In the desert of Arizona, billionaire philanthropist Dr Hugo Macht is trying to save the world from climate change. But his great project to "scrub the sky clean" with nanoatomic machines grinds to an unexpected halt when his diggers break into something unexpected: a Viking burial barrow containing eight corpses, a mysterious shield, and an even more mysterious inscription. Soon, it'll begin to snow. Soon, your characters will come face-to-face with an ancient horror in the blizzard. A Frost Giant, in need of a new body. In need of flesh...

Order of the Daleks *[V112, L77, G4]*
In the Galactic Census, idyllic Strellin is recorded as a Grade Three planet – its inhabitants possessing neither advanced technology, nor knowledge of other worlds. Accordingly, Strellin is protected: landings by off-worlders are strictly prohibited. Unless, of course, those off-worlders are officials of the Galactic Census itself, come to investigate the origin of a mysterious sub-space signal – a signal no native of Strellin should be able to send... Breaking all local by-laws, the TARDISeers have only just landed on Strellin, too. But they and the Census officials aren't the only off-worlders to have come here. Inside a nearby monastery, the monks of the reclusive Brotherhood of the Black Petal are guarding a strange and terrible secret. Something that might bring disaster not just to Strellin, but to every civilised world in the galaxy!

Absolute Power *[V59, V79, L80, G8]*
Two thousand years ago, all civilisation on the planet Teymah was wiped out in an AELE – an Anomalous Extinction Level Event. Now, the galactic entrepreneur Lyam Yce hopes, at last, to learn the reason why the ancient Teymahrians went extinct – by funding a huge archaeological dig. You must probe a strange sphere found by Yce's diggers or help translate symbols written in the lost ancient language of the Teymahrians. And soon, you'll learn that ancient Teymah's secrets were best left buried deep beneath its shifting sands...

Quicksilver *[A58, A60, V129, V139, L87]*
Classified operations concerning a top-secret military project code-named "Quicksilver", a project based in Vienna. A project with alien connections. But bombed-out Vienna is not what it was before the war – with its Strauss music, its glamour and easy charm. It's not the time nor the place for happy reunions, as you're about to discover.

The Behemoth *[L11]*
Bath, 1756. And your time travellers have rather created a stir among the gentlefolk of Georgian high society – and a stir in the heart of merry widow Mrs Theodosia Middlemint, rumour has it. They are not the only strangers from abroad causing tongues to wag, however. The mysterious Lady Clara, come from Amsterdam in the company of the noble Captain Van Der Meer, has the whole of Bath agog. Who is she, really? What is she, really? And there's something terrible beneath the veneer of Georgian gentility. As awful a horror as the characters have ever exposed, hidden inside Balsam's Brassworks. Something that needs to be brought to light, for the sake of all humanity.



The Middle *[V69, L37, G5]*
The futuristic colony of Formicia, where the pampered populace pass their days in endless leisure, seems the perfect place for a party. But all is not as it seems. Looking down from the Middle, the skyscraping tower that ascends as far as the colony ceiling, Formicia's overseers can see who doesn't fit in. "The End is the Beginning," say the propaganda-like posters all over Formicia. Because to be part of this perfect society comes at a price. And the TARDISeers are already in arrears.

Static *[V114, L1]*
Deep in the heart of nowhere, near a place called Abbey Marston, there's a caravan site. The perfect place to get away from it all. Close by, there's a stone circle they used for human sacrifice in olden times. A little further afield, there's an old RAF research station, where they did hush hush things in the War. There's only one rule: the use of radios, cassette recorders and portable televisions is strictly forbidden. People come here to get away from it all, you see. No-one wants to hear the noise. No-one wants to hear the voices in the static… No one wants to hear the ghosts.

Judoon in Chains *[A26, L3]*
This courtroom drama involves a very different challenge when the heroes prepare to defend a most unusual Judoon. After an environmental clearance mission goes wrong, Captain Kybo of the Nineteenth Judoon Interplanetary Force is stranded in Victorian England, bound in chains, an exhibit in a circus show. But he has allies: Eliza Jenkins – known to audiences as "Thomasina Thumb" – and your characters. Uncovering a trail of injustice and corruption, they and Kybo soon find themselves on trial for their lives...

Business Unusual *[A79, V47, V64, V105]*
A security force with no official identity... a managing director with no name... a sinister creature on guard patrol resembling some kind of hellhound... SenéNet is no ordinary multinational company. The TARDIS arrives in Brighton, 1989. Its crew soon discovers an old friend, the Brigadier, has gone missing investigating SenéNet, whose new interactive games console is soon to be released at an absurdly reasonable price. He was last seen at their headquarters – based in the picturesque Ashdown Forest... Investigating further, your heroes becomes more and more entangled in a deadly web of intrigue. They must overcome the conspiracy of silence, rescue the Brigadier and save the world once again – something that would be a lot easier if they just knew where to start...

The Juggernauts *[V52]*
In a small mining colony on the dark and distant planet of Lethe, strange events are occurring – the results of which could dramatically affect things on a universal scale. For within the dingy corridors of the artificial biosphere, the lone survivor of a devastating crash has expertly wormed his way into the lives of the colony's personnel. A scientist known as Davros. Separated from one another across space and time, your characters find themselves in very different predicaments, either employed on Lethe, or imprisoned aboard an alien spacecraft. Both situations are inexorably linked, however, and at the apex of the two sits Davros and the terrifying possibility of a new threat even more powerful than the Daleks! Rescuing one another and stopping Davros should be their primary goals, but might Davros actually be working on something for the benefit of the civilised galaxies?

Catch-1782 *[A53, V42]*
When your time travellers visit the National Foundation for Scientific Research as it celebrates its centenary, one of them doesn't expect to meet their own ancestors... What is buried in the grounds of the Foundation? What secret has a kindly uncle kept from his descendants for three hundred years? Can your companion escape their own past? Visiting your relatives can sometimes be trying, but surely it should never be this difficult?

The Seeds of War *[L45, L69]*
Humanity is emerging from a long, exhausting war. Against an enemy so powerful, so implacable, it seemed unstoppable – right up until the moment it stopped. Now, despite its "victory", the human race is on its knees. The TARDISeers join its struggle for survival to try to ensure it has a future. A race against time takes them from the Great Tower of Kalsos to the Reliquaries of

Earth. In an epic journey across the ten systems, their fates are intertwined with one family. The Tevelers are to feel the effects of war more than most... And something is lurking. Watching. Waiting. A presence you might know of old. But just how far does its influence pervade? The Eminence awaits...

Millennial Rites *[A15, A19, V7, V102, L44]*
"The Millennium: the last New Year's Eve of the Twentieth century. But it's definitely not party time." England, 1999: Your time travellers have come to London to celebrate the new year. But others are making more sinister preparations to usher in the new millennium. A software house is about to run a programme that will change the fabric of reality. And an entity older than the universe is soon to be reborn. When Anne Travers' fear of the Great Intelligence and millionaire philanthropist Ashley Chapel's secret researches combine, London is transformed into a dark and twisted mirror image populated by demons and sorcerers. Only your heroes can put things right.

Thicker Than Water *[A70, V23, V53, L88]*
Three years after Világ was all but laid waste by the Killorans, elected Principal Triumvir, head of a tripartite government, Rossiter is working to secure a peaceful future for the planet by researching the technology the Killorans left behind. But he has to contend with opposition from his daughter, Sofia, who heads a public campaign demanding the destruction of all alien artefacts. Politics has caused a rift between father and daughter. Emotions soon boil over into violence – violence that seems to have gripped the entire city. Friendships bind people close, but they say that blood is...

The One Doctor *[A21, L40]*
When the evil Skelloids launch an attack upon the seventeen worlds of the Generios system, its peace-loving inhabitants face total destruction. So it's lucky that the Doctor, that famous traveller in time and space, is in the area, and that he, along with his pretty young assistant, Sally-Anne, manages to defeat the deadly creatures and save the day. But only if that's really the famous Doctor. And now it looks as though the Doctor's luck has run out. So... what role does your TARDIS crew play in the story then?

The Wishing Beast *[V5, V136]*
What can it mean when the player characters are drawn to an asteroid by a message from the strange, elderly Applewhite sisters? They are promised that they will receive their dearest wishes when they enter the frozen forests of this benighted shard of a world. But the ghosts that haunt this place are desperate to warn them about the Sisters' promises. Only the ghosts know the true nature of the legendary Wishing Beast.

The Vanity Box *[V136, L84]*
A strange beauty parlour has opened its doors for business in a dowdy Salford terrace circa 1965. Monsieur Coiffure is the talk of the street with his fabulous make-overs. When you arrive, however, you know at once that there's been some unnatural titivation going on.

Spaceport Fear *[V28, V134, L79]*
Welcome to Tantane Spaceport – where the tribes of Business and Economy have been at war for all of four hundred years... Welcome to Tantane Spaceport – where a terrible creature called the Wailer prowls the corridors around the Control Tower, looking to eat the unwary... Welcome to Tantane Spaceport – where there is one Arrival: your TARDIS. Welcome to Tantane Spaceport – where there are no Departures. Ever.

The Quantum Archangel *[A65, V92, L60]*
"Hear me, Lord of Time. We are a vengeful people. Our reach is infinite and our patience eternal. For your actions, we will have vengeance. And the vengeance of the Chronovores is terror beyond imagining." Five thousand years ago, the Priest-Kings of Atlantis attempted to enslave Kronos, greatest of the Chronovores. They failed, with catastrophic results. Thirty years ago, the Master sought to do the same, and barely escaped with his life. London, 2003: The Master desperately tries to defend himself against the power of Kronos once more, and unless your TARDIS crew takes action, the Quantum Archangel will be triumphant. And if she is, nothing in the universe will ever be the same again.

Instruments of Darkness *[A73, A79, V18, V47]*
The leaders on planet Earth think that the Magnate is a mysterious "shadow Government" that controls the world. It isn't. The leaders believe the Network to be a ramshackle, paranoid outfit of European anarchists who will eventually blow themselves up. They won't. The leaders believe that if there are humans who can control things with their minds – ESPnets – they're few and far between, and not worth worrying about. They're wrong. The leaders believe that one minute after midnight on 31 December 1993, a new year, full of promise, will begin. They're wrong. The TARDIS arrives on Earth just days before New Year. An old friend has been kidnapped and taken to France. And two murderous enemies are setting up a new life in the Peak District. Which of these threats should you deal with first?

Spiral Scratch *[A68, V56, L42, G16]*
Carsus: the largest repository of knowledge in the universe – in any universe, for there is an infinite number of potential universes; or rather, there should be. So why are there now just 117,863? And why, every so often, does another one just wink out of existence? Your time travellers arrive on Carsus to see its Professor Rummas – but he has been murdered. Can they solve the mystery of a contracting multiverse, and expose the murderer? With the ties that bind the Lamprey family to the past, present and future coming unravelled around them, only your TARDISeers can stop the descent into temporal chaos. But they are lost on Janus 8. And Schyllus. And a 20th-Century Earth where Rome never fell. And...

NEW TRAIT INDEX

To make creating your own characters, monsters and gadgets easier, we present a list of the new Traits featured in this sourcebook as well as in the official Sixth Doctor sourcebook (references starting with "p." refer to that book).

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CREDITS

This book would not exist without the fine work of a lot of people. Foremost among these are the various production teams and actors who worked on Doctor Who, the writers, artists and technicians who crafted the stories that make up the Expanded Whoniverse, and the game designers behind Cubicle 7's superlative Doctor Who: Adventures in Time and Space role-playing game. The contributors to this book owe them a great debt of gratitude for 55 years of storytelling.

WORDS

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Catsmate on the AITAS forum: Bastic Ammunition.
Escher: Adolf Hiter (with Peter Gilham).
Edward Reed: Captain Kybo, Aetius.
General Rose: The Beatles (with Peter Gilham).

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Brendon Wright: Table of contents.

ART (images used under terms of fair use)

Ryan Alcock: The Prince Son of the Red Emperor.
Kevin J. Anderson: The Nautilus.
Phillip Armstrong: Strellin.
James Arnott: Visteen Krane.
Marina Beldiman: Vandor Prime.
Kathleen P. Béliveau: Rossiter (bottom).
Marije Berting: Luceat.
Lee Binding: Frobisher, Lieutenant Daniel Hopkins, Burke and Hare, Bianca's, The Cyberverse.
Black Sheep: The Quantum Archangel, Synthespians, Adventure Seeds (p. S4).
Colin Brockhurst: Punishment Cabinets (Child).
John M. Burns: Krontep.
John Canning: Merpeople (bottom).
CherishedMemories: The Semestran Interlude.
Devon Chiu: Sendos.
Bryan Coyle: Cassie Schofield.
Josh Crockett: Sha'ol & Karthakh (Sha'ol).
Rob Davis: Tabbalac and Cyrox.
dima45698: The Vanity Box.
Anthony Dry: Ackley House.
Tyler Edlin: Sheol.
Peter Elson: The Great Tower of Kalsos.
Martin Geraghty: Toby the Sapient Pig (Nurse), The Applewhite Sisters, Galyari, ...Ish, Red Jasper
Dave Gibbons: Mind Exchange.
Paul Hanley: Indicia, Flip Jackson, Victoria Waterfield, Jason, Crystal (and Zog).
Clayton Hickman: Nigel Rochester (bottom), TransAlliedInc (first page), Tulok (bottom), English Empire Parallel.
Simon Hodges: Banto Zame & Sally-Anne Stubbins, Genesta, Rossiter, Sancreda, TransAlliedInc (second page), Visteen Krane (bottom), Wolverines, The Kurgon Wonder, The Lexicon.
Morgan Holden: Mindsmiths (bottom), Nigel Rochester, Psychic Extractor, Adventure Seeds (p.S6).
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Colin Howard: Roger Lowell (bottom).
Richard Jennings: Dalek Transolar Discs.
JohannesVIII: Galeen.
Lee Johnson: Luceat (Tribute).
Daryl Joyce: Gomori, Tegoya Azzuron, Malador, Martyn Townsend.
Grant Kempster: Charlotte Pollard, DI Patricia Menzies, Dr Robert Knox, The High Straights.
Bob Kovington: Island G12.
Anthony Lamb: Dr Peri Brown, Jason, Crystal (and Zog) (bottom), Axos, Baron Pteratrark and Reverend Flitamus, Inhibitors, Ironside Industries, The Static, Terravore, Formicia, The Eye of Invisibility, Formician Exo-Armour, Adventure Seeds (p. S2).
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Todd Lockwood: Rashaa.
Alex Mallinson: Don Lorenzo Velez, The Elohim, Fleet Marshal Jaka, Galeen (bottom), The Melkur, The Omnim, The Pleyarec Dominion, Presidenta Osloo, Queen Mother Consort of the Red Emperor, Stefan, Tenebris, Tuthons, Viyrans, The Wrath, Cawdor, Leviathan, Magnus, Obsoletion Valley, Paradise 5, Serenity, SS Orcas, The Tomb of the Red Emperor, Venus The Far Future, The Acheron Pulse, The Knife of Quetzalcoatl, Paradise Machines, Quantum Gravity Engine, Adventure Seeds (p. S3).
Stuart Manning: Toby the Sapient Pig, The Indo.
Stephen Martiniere: The Generios System.
Damien May: The Drachee (skimmer), Concorpia.
Laurent Menabe: The Glorious Library of Carsus.
Barrie Mitchell: Mandrake, The Nahrung, Krontep.
Egefalika Nekros: Constable Wolsey.
David NSSunset: The Vipid Mor.
Steve Parkhouse: Josiah W. Dogbolter.
Parnmkie: The Temporal Powers (Monan).
Alex Patterson: Bovin.
Alister Pearson: Grant Markham, Melaphyre The Technomancer, The Church of Adjudication, Dwarf Mordant, Sha'ol & Karthakh (Karthakh), The Great Kingdom.
Mark Plastow: Tantane Spaceport.
Markus Poppypogue: Merpeople.
Mel Powell: Timeline (p.6).
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Mobius from Christchurch, NZ: Meson Broadcasting Service.
John Ridgway: Kaon, Astrolabus, Voyager, Antarctopolis, Worldshapers, New Traits, Timeline (p.7).
Adrian Salmon: The Grel.
Fernando Santibáñez: Pararachnids.
Nils Seifert: The College of Advanced Galactic Education.
Andrew Skileter: The Grand Marshal & Vedikael.
Lee Sullivan: Banto Zame & Sally-Anne Stubbins (first illustration on p. A22), The Forge, Future Cybermen, Sir Archibald Flint (bottom), Chronos, The Dusk, Punishment Cabinets.
Paul Mark Tams: Captain Slarn.
theDoctorWHO2: Juggernauts.
Chris Thompson: Stained Glass Daleks.
Adrian Wall: Killorans.
Paul Vyse: The Elohim (bottom).
Tom Webster: Constance Clarke, Captain Kybo, Agent Criss-Cross, The Rani, The Talessh, Waveforms, Burnt Oak Geo-Engine, Planetoid X.

Brian Williamson: Dick Turpin.
Kelly Yates: Quantum Flux Gun.

THE ORIGINAL STORIES BY...

NOVELS

State of Change by Christopher Bullis
Time of Your Life by Steve Lyons
Millennial Rites by Craig Hinton
Killing Ground by Steve Lyons
Burning Heart by Dave Stone
Business Unusual by Gary Russell
Mission: Impractical by David A. McIntee
Players by Terrance Dicks
Grave Matter by Justin Richards
The Quantum Archangel by Craig Hinton
The Shadow in the Glass by Justin Richards and Stephen Cole
Instruments of Darkness by Gary Russell
Palace of the Red Sun by Christopher Bullis
Blue Box by Kate Orman
Synthespians™ by Craig Hinton
Spiral Scratch by Gary Russell
The Ultimate Evil by Wally K. Daly

AUDIOS

Slipback by Eric Saward
The Sirens of Time by Nicholas Briggs
Whispers of Terror by Justin Richards
The Marian Conspiracy by Jacqueline Rayner
The Spectre of Lanyon Moor by Nicholas Pegg
The Apocalypse Element by Stephen Cole
The Holy Terror by Robert Shearman
Bloodtide by Jonathan Morris
Project: Twilight by Cavan Scott and Mark Wright
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Wirrn Isle by William Gallagher
The Acheron Pulse by Rick Briggs
The Wrong Doctors by Matt Fitton
Spaceport Fear by William Gallagher
The Seeds of War by Matt Fitton and Nicholas Briggs
1963: The Space Race by Jonathan Morris
Antidote to Oblivion by Philip Martin
The Brood of Erys by Andrew Smith
Scavenger by William Gallagher
Breaking Bubbles and Other Stories by LM Myles, Mark Ravenhill, Una McCormack, and Nev Fountain
The Widow's Assassin by Nev Fountain
Masters of Earth by Mark Wright and Cavan Scott
The Rani Elite by Justin Richards
Last of the Cybermen by Alan Barnes
Criss-Cross by Matt Fitton
Planet of the Rani by Marc Platt
Shield of the Jötunn by Ian Edginton
Vampire of the Mind by Justin Richards
Order of the Daleks by Mike Tucker
Absolute Power by Jamie Anderson
Quicksilver by Matt Fitton
Vortex Ice by Jonathan Morris
Cortex Fire by Ian Potter
The Behemoth by Marc Platt
The Middle by Chris Chapman
Static by Jonathan Morris
The Lure of the Nomad by Matthew J Elliott
Iron Bright by Chris Chapman
Hour of the Cybermen by Andrew Smith
The Maltese Penguin by Rob Shearman
Real Time by Gary Russell
Her Final Flight by Julian Shortman
Cryptobiosis by Elliot Thorpe
Return of the Krotons by Nicholas Briggs
The Four Doctors by Peter Anghelides
The Ratings War by Steve Lyons
Trial of the Valeyard by Alan Barnes & Mike Maddox
Excelis Rising by David A. McIntee
Judoon in Chains by Simon Barnard and Paul Morris

The Carrionite Curse by Simon Guerrier
The Nightmare Fair by Graham Williams (adapted by John Ainsworth)
Mission to Magnus by Philip Martin
Leviathan by Brian Finch (adapted by Paul Finch)
The Hollows of Time by Christopher H Bidmead
Paradise 5 by PJ Hammond and Andy Lane
Point of Entry by Barbara Clegg and Marc Platt
The Song of Megaptera by Pat Mills
The Macros by Ingrid Pitt and Tony Rudlin
The Guardians of Prophecy by Johnny Byrne (adapted by Jonathan Morris)
Power Play by Gary Hopkins
The First Sontarans by Andrew Smith
The Ultimate Adventure by Terrance Dicks
Night's Black Agents by Marty Ross
A Town Called Fortune by Paul Sutton
Peri and the Piscon Paradox by Nev Fountain
Beyond the Ultimate Adventure by Terrance Dicks
Voyage to Venus by Jonathan Morris
Voyage to the New World by Matthew Sweet
The Light at the End by Nicholas Briggs
Trouble in Paradise by Nev Fountain
The Sixth Doctor: The Last Adventure by Simon Barnard and Paul Morris, Alan Barnes, Matt Fitton and Nicholas Briggs
Gallifrey: Dissasembled by Justin Richards

NOVELLAS

Shell Shock by Simon A. Forward

SHORT STORIES

Moon Graffiti by Dave Stone, published in More Short Trips
Gone Too Soon by Christopher M. Wadley, published in Short Trips and Side Steps
Face Value by Steve Lyons, published in Short Trips and Side Steps
The Ruins of Heaven by Marc Platt, published in Short Trips: Steel Skies
Mortlake by Mark Wright, published in Short Trips: Past Tense
The Terror of the Darkness by Joseph Lidster, published in Short Trips: A Day in the Life
Gone Fishing by Ben Aaronovitch, published in Short Trips: Time Signature
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Academic Notes, published in The Shakespeare Notebooks
A Handful of Stardust by Jake Arnott

COMICS

The Shape Shifter by Steve Parkhouse and John Ridgway, published in Doctor Who Magazine #88-89
Voyager by Steve Parkhouse and John Ridgway, published in Doctor Who Magazine #90-94
War-Game by Alan McKenzie and John Ridgway, published in Doctor Who Magazine #100-101
The World Shapers by Mike Collins, Jamie Delano, Grant Morrison, John Ridgway and Tim Perkins, published in Doctor Who Magazine #120-129
The Age of Chaos by Colin Baker, John M. Burns and Barrie Mitchell, published in Doctor Who Special #127-129
Prisoners of Time #6 by Scott & David Tipton and John Ridgway, published by IDW, 2013

VIDEO

The Stranger series, produced by BBV

REFERENCE WORKS

The following reference works were, at times, invaluable to the makers of this sourcebook.

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Ahistory [2012-13 Update] by Lance Parkin (Mad Norwegian Press, Kindle edition only)
The Annual Years by Paul Magrs (Obverse Books)
Big Finish Companion Volume 1 by Richard Dinnick (Big Finish)
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